

ST FORMAT

Plug your ST into the...

INTERNET!

Essential 10 page feature. Your complete Superhighway Code!

10 BRILLIANT
PROGRAMS

SEE BACK COVER FOR
FULL DISK DETAILS

REVIEWED THIS MONTH:

DEGASART 3, SCREENBLASTER 2,
SCREENEYE, TWIST 2, CALAMUS
UTILITIES, MORTIMER, RUGBY LEAGUE
COACH, ROBINSON'S REQUIEM 030,
DYNABUSTERS+, DARTS 180, JET
BIKE CHALLENGE, FAMILY TREE 2.1,
IMAGELAB, ATARI MUSEUM, FALCON
UTILITIES, TIFF DEMO, PLONKER,
CRAFTY CRAZY CAPERS AND MORE!

NO COVER DISK?

THEN ASK YOUR NEWSAGENT FOR IT IMMEDIATELY!

WORD WAR III

**PROTEXT 6.5
VS
THAT'S WRITE 3
VS
PAPYRUS GOLD**

The **BIG THREE** text
crunchers are put
to the test: graphics,
RAM, speed, fonts,
colours, checkers,
thesauri, the works!

**DON'T BUY A WORD PROCESSOR
UNTIL YOU'VE READ THIS!**

**ST USER
READERS
See page 11
NOW!**

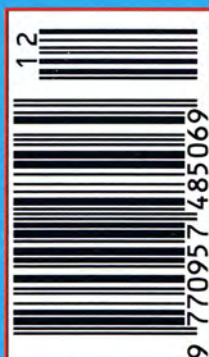
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EVERYTHING YOU NEED TO KNOW:

Going on-line ● The technology and
the terminology ● The costs and how
to cut corners ● The hype and the
hope ● The latest and greatest
software ● The essential hardware...
In fact the whole damn Internet thang



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guarantee of
value

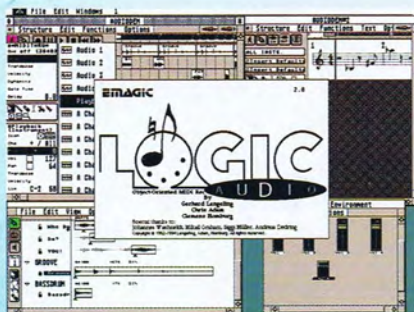
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NVDI v2.5 will continue to sell for only £29.95

MagiC



"If you want a multitasking system that works simply and reliably, then MagiC is for you."
ST Review, June 1994.

MagiC is a full TOS replacement; a very fast disk filing system; has accelerated serial, midi and printing routines; and is, of course, a true pre-emptive multitasking system. MagiC Desk, a replacement Desktop and a powerful command shell are included. MagiC runs on all ST, Mega and TT computers with 512Kb, but 2Mb is recommended for a useful working system.

The Falcon version is expected later this year.

"It's like running an accelerator and getting the multitasking thrown in for free."

ST User, February 1994

MagiC (RRP £69.95) Intro Price £59.95
MagiC and Ease £99.95
MagiC and Kobold £99.95
MagiC, Ease and Kobold £139.95

NB: Excellent with Calamus SL. Compatible with Notator Logic, but not with Notator SL and not yet compatible with Cubase.

PAK68/3



The PAK68/3 turns your computer into a 32bit system using the 68030 processor. A 32MHz clock, 32bit wide TOS and a 32Kbytes cache will accelerate your system by 775% (Gembench 3.10). This is faster than the Falcon and the TT! Clock speeds of 40 and 50MHz are possible. The use of recycled processors makes this upgrade very affordable without sacrificing reliability. A 32bit FastRam board and a colour graphic card adaptor are under development.

PAK68/3 board only, no CPU £249.00
PAK68/3, 33MHz CPU, TOS2.06 req. £299.00
PAK68/3, 33MHz CPU and TOS3.06 £359.00
PAK68/3, 33MHz CPU & FPU and TOS3.06 £399.00

Please telephone to discuss your requirements.



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London, SE22 8RS
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Kobold



This High Speed File Manager gives unbelievable speed. Copies 1000 files (10Mb) in 45sec (GEMDOS 5:35min!). Use Kobold for backing up; formatting floppies (DD,HD,ED); move, copy and delete files; use the learn function to automate repetitive jobs. Ease calls Kobold automatically for all desktop file and floppy operations. Run as ACC or PRG
Kobold 2.5 (RRP £59.95) Intro Price £49.95

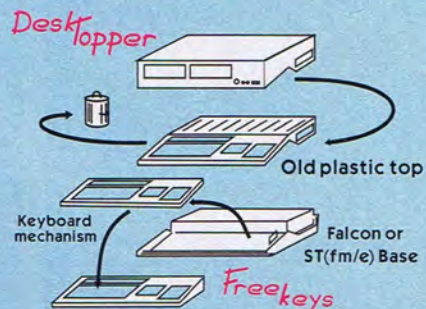
Ease



Use your Atari with EASE. Replace the old Atari Desktop. This program could not be more appropriately named. Right click replaces the double click. Iconize windows for instant access to groups of files. Ease is aware of multitasking and comes with a sophisticated Colour Icon Editor. Works on any ST, all TOS versions, any display and graphic card.
Price £49.95

DeskTopper

No space for accelerators, TOS boards, hard disks, graphic cards and PC emulators? Convert your Atari into a desktop computer with more space. Simply replace your plastic top with the DeskTopper and fit your keyboard into FreeKeys (or replace with a PC Keyboard using AT-Key). For more information - ask for a DeskTopper leaflet.



DeskTopper - ST(FM/e)/Falcon £69.95
FreeKeys £39.95
AT-Key £49.95
Cherry Keyboard £29.95

T28 & T28e



Tired of waiting for your computer? Then speed it up with a 28Mhz processor. The T28 accelerator is now available for STe and STFM computers. Compatible with Cubase and Notator Logic.

T28 - with 64Kb cache for STFM/MegaST £179.00
T28e - with 64Kb cache for STe £199.00

Coming soon: The MultiBoard, a TOS2.06 IDE and graphic adaptor with 2-8Mb memory expansion.

SCSI Drives



MiniS hard drives are full SCSI systems, hardware compatible with all Atari, Amiga, Mac and PC computers. They are unrivalled in size, low noise, speed, and style.

The ST(FM/e) version comes with The Translator and a FREE copy of HD-Driver Software. Please add £20.00 if you prefer the ICD Link II adaptor.

Essential Buy of 92% - ST Review Christmas '93
Gold Award of 93% - ST Format Feb. '94

★ Quiet fan ★ Internal Power Supply 100-240V
★ 2 Year Warranty ★ Small (2.5x6x8.5") (WxHxD)
★ Dual SCSI Port ★ Device Number Switch

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40Mb IBM	---	£199.00
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270Mb Quantum	£299.00	£339.00
340Mb Quantum	£329.00	£369.00
540Mb Quantum	£399.00	£439.00
1Gb Micropolis	£699.00	£739.00
1Gb AV Micropolis	£799.00	£839.00
1.7Gb AV Micropolis	£999.00	£1039.00
4.3Gb Micropolis	£2499.00	£2539.00

For heavy duty Pro Cases with 60 W Power Supply, add £50.

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CD Rom drive systems complete with ExtenDOS, for the Falcon with SCSI II Cable, or TT £289.00
for the ST(FM/e) with Translator £339.00

★ Multi-session Drive ★ Photo CD compatible
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ExtenDOS v1.2x (CD-Rom Driver) £29.95
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NEW - Atari Mega Archive, Volume 1, Sept 94
1.9 Gigabytes of Compressed Data (UK) £24.95
Bernd Lohrum Vol 1 (German) £24.95
Bernd Lohrum Vol 2 (German) £24.95
Gemini (Atari PD/Shareware) (US) £24.95
Clip Art Cornucopia £24.95
Clip Art Extravaganza £49.95

SyQuest



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105Mb Drive, 14.5ms, inc. 1 cartridge £399.00
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105Mb / 270Mb Cartridge £54.95 / £69.95
128Mb Magneto Optical Drive £699.00
230Mb Magneto Optical Drive £799.00
128Mb / 230Mb MO Cartridge £29.95 / £49.95

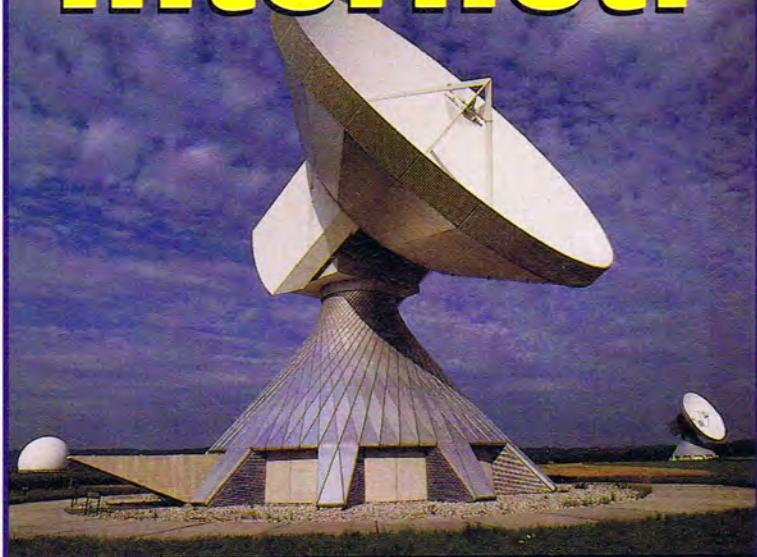
Prices include VAT and may change without notice - UK P&P £3.95 - Multiple or large items, add £10 courier. E&OE

With two service centres and Atari trained engineers at your service, the Atari Workshop is now Atari UK's preferred and recommended service agent. Need it back in a hurry? Ask for our next day ProService. Call us for estimates and to discuss your upgrade requirements. We fit all quality upgrade products. Ask for our Courier collection and delivery.

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ATARI
WORKSHOP

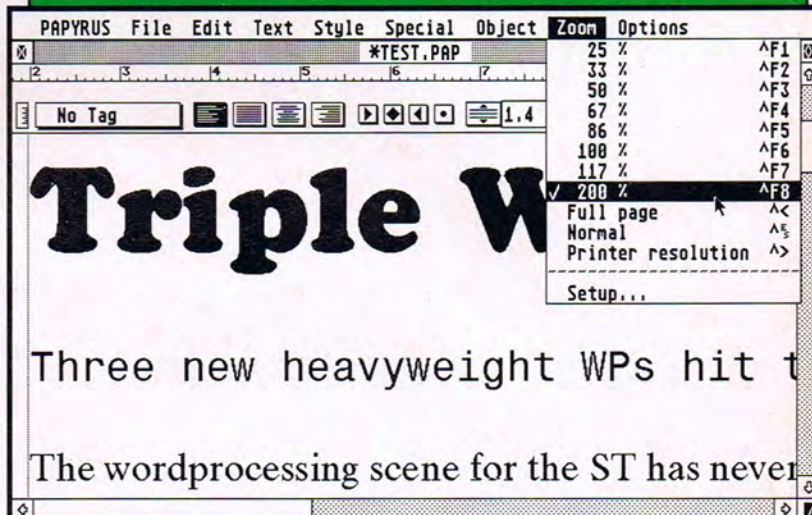
Internet!



Everyone's talking about it. Hook your ST up to the Internet and you'll be amazed what you find. Follow our in-depth guide - page 15.

Word War III

The three biggest word processors - head to head. Protext 6.5, That's Write 3 and Papyrus Gold. Find out which one's for you on page 28.



Codeman



We've been going on about the game for ages now. Team looks like being a cracker, and we've got an interview with the coders on page 68.

■ The Snacman author speaks!

We start two tutorial series on GFA Basic and Personal Pascal. Want to write your own utilities and applications? Turn to page 70.

ST Answers

PROGRAMMING

He's gone but not forgotten. Clive Parker answers your ST questions on page 60.

COVER DISK 65

10 TOP PROGRAMS ON DISK



TURN TO PAGE 6 FOR

TENTS

FEATURES

15 INTERNET!

Yep, you can take part in the global revolution too. All you need is your ST, a modem, a phone line, a little cash, Clive's in-depth step-by-step guide and lots of coffee.

28 WORD WAR III

Last month we reviewed *That's Write 3*, *Protext 6.5* and *Papyrus Gold*. This month they go head to head in the battle of the WPs. It's not pretty, but it is informative.

68 INTERVIEW: TEAM TALKING

The programmers of *Team*, the great new soccer game that Nick and Trent just can't wait for, talk to us about, ooh, everything. You won't believe the things they said.

CODEMANIA!!!

70 TUTORIAL TIME:

PENETRATING PASCAL

How DO you use *Personal Pascal*? All the secrets revealed by Simon, our programming maestro.

74 TUTORIAL TIME:

GFA EXPLAINED

How DO you use *GFA Basic*? Sorry, completely crap gag. Simon tackles your programming education.



■ Relive your misspent youth. Load up *Jetpac* for some quality nostalgia.

BEARDS AND... DRAMATICALLY CHANGE A CHARACTER'S APPEARANCE. ALL THESE HEADS HAVE THE SAME CONSTRUCTION AND FEATURES.

■ Learn to draw! *Grafix* offers expert tuition for all budding Munches, Renoirs, Pollocks...



■ Arrow bunging fun is yours with *Darts 180*. It's safer, faster and does the tricky subtraction as well - wow!

A FULL COVER DISK GUIDE

ST FORMAT ■ ISSUE 65 ■ DECEMBER 1994

THIS MONTH'S VITAL REVIEWS

The man tapped on the glass. The rain lashed as she opened the window. "Here they are," he said. "The reviews."

20 CONNECT

If you want to get on to the Internet you're going to need some comms software. Luckily for us...

21 FLASH

...we've managed to get hold of two brand new comms software packages this month - *Flash* and *CoNnect*.

23 SPEEDCOM FAXMODEM

It's fast, powerful, and in a sleek black case. It's got flashing lights on the front. Yup, it's a modem.

35 MORTIMER

It's... (snigger) No, no, it's a... (furious, muffled giggles) Fmmpph. Thwack. Sorry. It's a Desktop butler. Really.

36 SCREENBLASTER 2

You've got a Falcon. There isn't enough room on your Desktop. Get this, and you can increase your resolution by scary amounts.

38 SCREENEYE

Screenblaster sounded like it should have been a video digitiser, but it isn't. ScreenEye, just to really confuse you, is.

40 TWIST 2

Despite its name, this is in fact a fabulous little database. A fabulous, quite big database, in fact.

43 CALAMUS UTILITIES

Now that's more like it. Nice, literal product names. These are *Calamus* utilities, designed to enhance your use of the *Calamus* range of DTP packages.

45 DEGASART 3

Got *Degas*? Still can't draw? Give this a try. Then throw it away and use the *Grafix* on our Cover Disk instead.

46 PUBLIC SECTOR

Deep breath. There's *Dynabusters+*, *Darts 180*, *Jet Bike Challenge*, *Family Tree 2.1*, *ImageLab*, *Atari Museum*, *Falcon Utilities* and *The TIFF* demo. Blimey.

50 INDIES

Plonker and *Crazy Crafty Capers*. Says it all really.

52 RUGBY LEAGUE COACH

Trenton gets in a gratuitous Tongan mention.

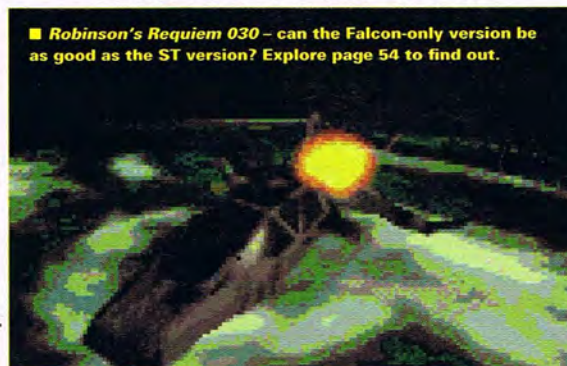
54 ROBINSON'S REQUIEM 030

The Falcon version of this fabulous game.

56 ST FORMAT ARCADE

Cue tacky eighties music. "D'you remember all those great old games, Trenty?" "Yeah. *Tetris*, *Jetpak*, *Dropzone* - gameplay over graphics. Great." Sigh.

■ *Robinson's Requiem 030* - can the Falcon-only version be as good as the ST version? Explore page 54 to find out.



REGULARS

NEW THIS MONTH!

81 ST DIRECTORY

Our list of essential Atari contacts. It's all there - names, addresses. Phone numbers, even.

82 READER ADS

Lots of small but very, VERY important words. There's stuff buried in here that even we haven't seen yet.

83 READER OFFERS

We don't make offers like this to just everyone you know. Oh no. We'd probably get arrested.

85 BACK ISSUES

"Turn to page 85 if you missed it." Or your chance to grab hold of some classic *ST FORMATS*.

86 FEEDBACK

In which Trenton gets possessive, offended, amused, anarchic, tetchy, and verbose. Follow the emotional ups and downs of the ST world. If you can.

90 TWILIGHT ZONE

The one page of the issue where our publisher allows us to be funny. We try, and fail.

6 COVER DISK

Once again, Nick Peers introduces... The Cover Disk! Crammed with software for your delectation.

11 NEWS

More news than it's decent to print. Scurrilous gossip, outright lies, provocative rumours. Just a few true stories. 'Atari win in Sega battle shock!' 'Stardust to be released soon shock!' 'Atari shows to go ahead shock!' 'IDS change phone number shock!'

58 SUBSCRIBE!

Go on. Think of all those millimetres of shoe leather you'll save not having to walk to the shop every month.

60 ST ANSWERS

More ST Answers than a man eat. This month Clive Parker takes up the challenge, once again.

78 GAMEBUSTERS

"If at first you don't succeed..." Gosh, I wonder if that line's ever been used in a Gamebusters intro before?

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COVER DISK

MONTHLY MENU

Grafix

Exclusive demo of IDS' forthcoming art tutorial program. Start learning how to use your ST's powerful graphical capabilities.

Uncompressed size: 511K

Jetpac

Blast aliens and refuel your spaceship for no other reason than because you can. Note that 1MByte of memory is required.

Uncompressed size: 289K

Dr Fox's Football Annual

Make your fortune with this statistical database and prediction demo featuring the four English leagues.

Uncompressed size: 134K

Arcade Classics

Three more blasts from the past that run on any ST (but not all at once). Relive *Dropzone*, *Tetris* and *Breakout* and remember life as it used to be. When it was great...

Uncompressed size: 95K

Slingshot

Launch programs easily and with the minimum of effort with this excellent piece of shareware.

Size: 31K

Font Edit 2.5

Change your Desktop font into something more exotic, mysterious or even just readable.

Uncompressed size: 72K

TinyPrint

Cram loads of text on to one piece of A4 paper with this excellent utility all the way from the USA.

Size: 42K

Timezones

Find out whether now is such a good time to ring Aunt Ada on holiday in Australia with this nifty little Desk Accessory.

Size: 28K

Menu

If you want to use any of the programs on this month's disk, you're



going to need the *Menu* program. Just double-click on *STF_65.PR* to get started.

Size: 10K

Backup

Protect that little piece of history in your hands (the Cover Disk you idiot, not the peace agreement between the United States and old Soviet Union) with this indispensable utility.

Size: 12K

GRAFIX

By: IDS

Machines: All STs

Memory Needed: 512K

Resolution: Low

Uncompressed Size: 511K



Even the best art packages always fall down on one simple thing - teaching the graphically challenged among us

how to draw neat little pictures in the first place.

Grafix aims to fill that void, and it's all thanks to those great people from IDS. This is an exclusive *ST FORMAT* demo of the forthcoming release (look out for a review in a future issue), and contains the modules that detail how you go about creating basic and shaped heads, facial features and animation.

Once you've decompacted *Grafix* to a blank disk using the menu program, re-boot your ST with *Grafix* in Drive A, and the program will automatically load from there. It's a simple point-and-click affair, and you really can't go wrong (well, I didn't, which is saying something). Each

tutorial shows you how each element is constructed and provides a basic walkthrough of how, for



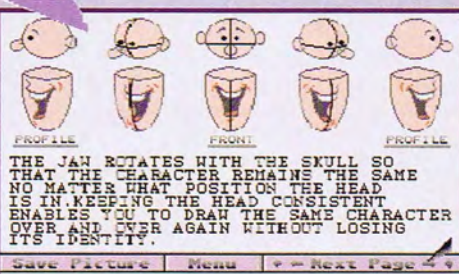
■ *Grafix* offers to teach you just about everything there is to do with drawing. But dithering? Why would anyone want to learn about time-wasting?

example, different shaped heads are put together.

The animation tutorial even includes sections where you can see the animations themselves. There's something horribly cute about seeing a pair of disembodied legs walking along on the spot, or am I just sick?

Grafixly speaking

As the screenshot of the menu shows, the full version of *Grafix* will feature wonderful tutorials ranging from the rest of the body through to specific artistic techniques like perspective, dithering and sprites. It will also include an art package specially designed to enable you to create your own pictures using the tutorials provided. So now you've got no excuse for not exercising your artistic potential. Send your creations in to us at: Pixel Painting, *ST FORMAT*, 30 Monmouth St, Bath, Avon, BA1 2BW.



■ Ah, those amateur surgeons among you will enjoy discovering how to attempt reconstructive surgery. *Grafix* gets you going with the basics.

HEAR YOU CAN SEE HOW TO CHANGE A CHARACTER'S EXPRESSION BY CHANGING ONLY THE MOUTH.



■ Now if only your emotions could be controlled just by redrawing your own mouth. Sorry, bit of a profound thought there. Been a bit of a month, really.



Now we've made it really easy for you to copy and extract programs from our Cover Disk. Just follow the ten steps below and make sure you have some blank formatted disks ready.

We've assumed a double sided, single drive system in medium resolution for these instructions. If your ST is in low resolution then switch to medium resolution using the Preferences command in the Options menu at the Desktop.

- 1 Put the Cover Disk in the drive and double-click on the STF 65.PRQ icon. Wait for the ST FORMAT logo to appear and press any key.
- 2 After a short time a menu screen appears with some instructions at the top of

the screen and a list of programs in the centre. Check the text at the top of the screen for any other special instructions.

- 3 Use the up and down arrow keys on the cursor keypad to select the program you want to copy or extract and press the [Return] key.
- 4 After a few seconds a message appears asking you to select the destination disk for the program. Press any key and wait for the file selector to appear.
- 5 When the file selector appears select Drive B as the destination, even if you only have a single-disk drive. If you own an STFM with TOS 1.02 you should select the command line by clicking on it with the mouse, and replacing 'A:' with 'B:'. Do not press [Return] or click on OK at this point - click on the Close Box icon in the file selector instead.
An alert box appears asking you to put Disk B into Drive A - do so and then click on OK. When the alert box vanishes click on the OK button in the file selector.
- 6 The alert box now asks you to put Disk A into Drive A.

Do so and click on the OK button. After the box vanishes press any key and the menu program loads the program you have selected into memory. An alert box tells you to put Disk B in Drive A. Put your blank disk into Drive A and click on OK or press [Return].

- 7 The program is copied to your blank disk and automatically makes any folders it may need. If the file is compressed then the Menu program automatically unpacks it, then deletes the compressed file.
- 8 Some compressed files may be contained in more than one segment. Follow the on-screen instructions and keep swapping disks when requested.
- 9 You finally come to a message telling you that the program has been transferred. Press any key to return to the main Cover Disk menu.
- 10 When you have returned to the Cover Disk menu you can select another program to decompress, or press the <Esc> key to quit the Menu program and return to the Desktop. It's as simple as that, honest!

JETPAC

By: Pete Whitby
Machines: All STs
Memory Needed: 1MByte
Resolution: Low
Uncompressed size: 289K

Tears filled everyone's eyes in the ST FORMAT office when we found this little gem lurking in the archives. If you've ever owned a Spectrum or Commodore 64 then you must have played this game and loved it. It's one of those mad-deningly addictive games that has no real purpose (build your spaceship, kill the aliens, fuel your spaceship, take off, go to next level and do it all again) other than to enable you to vent your frustrations after a hard day of doing whatever it is that you find particularly taxing.

The author has left the basic game well alone, concentrating on improving the graphics and sound and adding loads of extra levels (there are fifty in all). To play, you must first put the three bits of your spaceship together by picking them up and carrying them over the launch site where they

automatically fall into place. Once done you then pick up the fuel pods and drop them in exactly the same spot as your ship, all while avoiding (or blasting) the aliens that wander all around the landscape. There are even bonuses, such as gold bars, which can be collected to boost your points score, while you can also pick up a bubble that makes you indestructible for a time.

Jet away from it all

Those aliens that get in your way come in a variety of shapes and sizes. The earlier ones are easy to destroy - one hit and they self-destruct on hitting the floor or platform. Later aliens are more cunning and impervious to your firepower, and you'll soon find yourself desperately trying to prolong your existence in what seems an impossible situation. *Jetpac* may be easy to get into, but completing it is another matter.

Jetpac is part of the Budgie UK collection, the first ever licenceware scheme, whereby PD libraries who distribute their software charge a slightly higher fee for each program (usually around



■ This neat little picture accompanies each new level of *Jetpac*. This is in fact level ten, but the screenshot didn't come out right. Honest!



■ It's the mark of a great machine if there's a version of *Jetpac* for it. The ST has one (obviously), as does the Spectrum and Commodore 64. The Dragon 32 however...

£3) so that Budgie can send a small amount of the money per game sold on to the authors.

You can see the quality of Budgie games in *Jetpac*, and there are loads more available from all good PD libraries, details of which are contained in the libraries' catalogues (turn to page 48 for a full list of libraries). Go on - you know you won't regret it!

■ Now I don't want to cause unnecessary panic, but I think you're in the wrong place there, me laddo. It's all a case of survival, see.

ARCADE CLASSICS

By: Various (see below)
Machines: All STs
Memory Needed: 512K
Resolution: Low
Uncompressed size: 95K

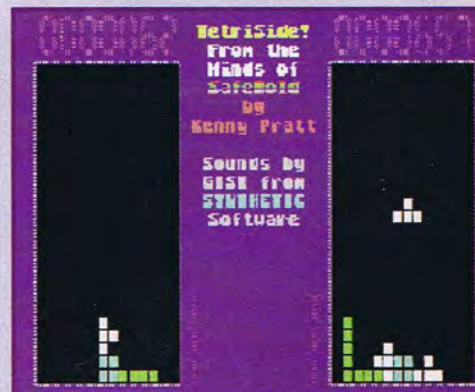
Even more tears flowed when these three classic games were played for the first time. *Blaster*, *Tetriside* and *Breakanoid* serve to remind all those horribly complicated games like *Civilization* and *Robinson's Requiem* that games don't necessarily have to involve constant reference to the manual to be fun.

Blaster is a *Dropzone* clone - run around blasting the aliens before they capture those humans stupid enough to be standing around waiting to be abducted. Once you've blasted the aliens you must grab the humans and return them gently to earth (or shoot them if you don't like scoring points and have a mean streak).

Tetriside is, surprisingly, a *Tetris* clone. The main advantage of this version is that two people can play simultaneously - one using the keyboard and the other a joystick. Full details of how to play are enclosed in the read-me file, but it's not difficult.

Finally, *Breakanoid* is a *Breakout* clone with no frills. Use the mouse to move your paddle left and right and hit the ball back into the bricks with the ultimate aim of removing them all. Some require more than one hit to be destroyed and, er, that's it really.

So there you are. Just use the Menu program to dearchive the three games together and you'll soon be able to relive those golden days of yesteryear when the sun shone for longer, you could leave your front door open, life... (Oh shut up! - Everyone.)



■ Oh dear! *Tetriside* gives you yet another excuse for putting lifelong friendships under severe pressure. Er, if you have any friends, that is.

SLINGSHOT

By: Artisan Software
Machines: All STs
Memory needed: 512K
Resolution: Any
Size: 31K

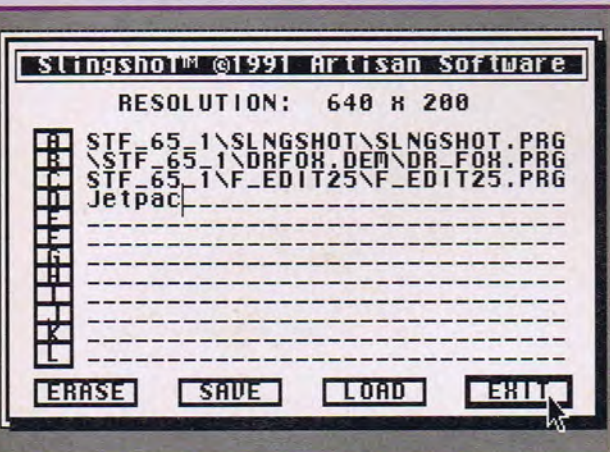
If you have a disk or hard drive full of folders and cleverly hidden programs, you'll find *Slingshot* is a gift from heaven. Simply boot SLINGSHOT.PRG and you'll instantly be able to swiftly access any selected programs with the greatest of ease. Just click on an

unassigned letter to be presented with your file selector, then you can find the program you want before clicking on OK to assign it to the relevant letter.

You can even label each path to make it easier to find the program you want. Once you've selected the program to be loaded, just click on the pathline, delete the text therein (for example, A:\JETPAC_1.MBJETPAC.PRG) and replace it with a more user-friendly description of your program (such as 'Jetpac').

If you're still stumped, read the SLINGSHOT.DOC file for full details of how it all works, and remember to register the program if you use *Slingshot* on a regular basis.

■ *Slingshot* could be used as a menu program to access one of your blank disks containing a selection of dearchived software from this month's Cover Disk.



DR FOX'S FOOTBALL ANNUAL

By: Dr Fox
Machines: All STs
Memory Needed: 512K
Resolution: Medium/ High
Uncompressed size: 134K

Hurrah! According to Dr Fox, this program will help you chart Birmingham City's triumphant return to First Division football. Unfortunately, what it won't do is actually secure that globally-awaited event.

For the small minority of football supporters that don't follow the

Blues, the program thoughtfully also includes details of all the English league clubs – from the mighty Doncaster Rovers all the way down to humble Manchester United. All the results from the 1990-1 season to the present are included, as are the fixtures for the present league campaigns. For the current season, all the results up until 24 September are included and the demo version enables you to keep your results thoroughly up to date and save them to disk.

Over the moon

You can display all your team's results and fixtures, as well as view their current league form. A graph shows you how your side have boomeranged around their division this season.

The program is far more than a useful database of league statistics, however. It also includes a section in which future results are predicted, based on your side's current form.

If you keep your results up to date, the program has a wider range of results to choose from, which enables it to make more accurate predictions. For those of you desperate to make a quick fortune the benefits of this are obvious, but the program is also useful in that it can give you a rough idea of how your side is going to slide later on in the season.

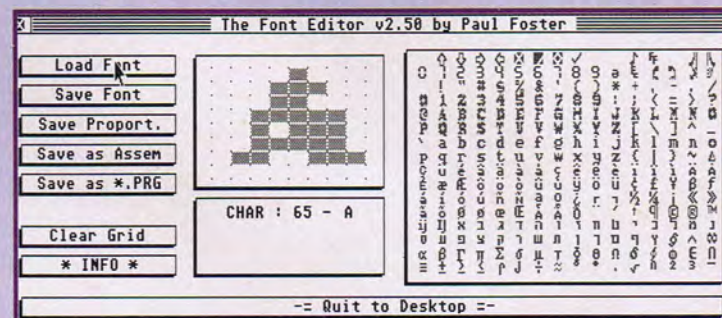
Date	Venue	Opponent	Result
Saturday 18th September	Away	Doncaster Rovers	Draw 1-1
Saturday 18th September	Away	Doncaster Rovers	Draw 1-1
Sunday 18th September	Home	Peterborough United	Won 4-0
Saturday 24th September	Home	Hull City	Draw 2-2
Saturday 1st October	Away	Wrexham	Draw 1-1
Saturday 8th October	Home	Huddersfield Town	Draw 1-1

■ Just look at that! In their unbeaten run of seven matches, Birmingham City FC have drawn five of them. Argghh!!!

FONT EDIT 2.5

By: Paul Foster
Machines: All STs
Memory needed: 512K
Resolution: Medium/High
Uncompressed size: 72K

Bored with the unglamorous Desktop font? Wish you could change it to something a little more attractive? You need *Font Edit*. Once you've decompact the program using the Menu program, just open up the F_EDIT25 folder, and double-click on F_EDIT25.PRG. You'll then be presented with a screen like the one shown below,



■ Kung-fu. Now that sounds like an intriguing font to have on your ST's Desktop. Unreadable, yes, but hey. Attractive all the same.

from which you can alter the fonts quickly and simply, or even load in one of the 19 that are provided.

Then, by selecting 'Save as *.PRG', you can create a stand-alone file, which takes up a mere 2-3K and enables you to alter that boring Desktop font either by double-clicking on it directly from the Desktop, or by installing it into your Auto folder on your non-copy-protected disks.

A word of warning however! *Font Edit* does not like NVDI at all, and extremely strange things might happen. But then when you consider that NVDI comes with its own replacement font there's no real need to use it with the screen accelerator installed, is there? No.

Full details of how to get the full version are included on the title screen, and Dr Fox is offering all you lucky *ST FORMAT* readers £1 off the price of the full version of the program, which also includes all the details from the Scottish leagues, and a selection of non-leagues (such as the Northern Premier, so you too can wonder how Morecambe manage to thrash everybody away from home, but can't win in front of their own fans).

■ With a gun at his back, Nick reluctantly looks at a different team's set of fixtures.

Matches of Norwich City Season 1994/95				
Date	Venue	Opponent	Result	
Saturday 20th August	Away	Chelsea	Lost	0-2
Wednesday 24th August	Home	Crystal Palace	Draw	0-0
Saturday 27th August	Home	West Ham United	Won	1-0
Wednesday 31st August	Away	Sheffield Wednesday	Draw	0-0
Saturday 10th September	Home	Arsenal	Draw	0-0
Monday 19th September	Away	Ipswich Town	Won	2-1
Saturday 24th September	Away	Manchester City	Lost	0-2
Saturday 1st October	Home	Blackburn Rovers	Won	2-1
Saturday 8th October	Home	Leeds United	Won	2-1
Saturday 15th October	Away	Aston Villa		
Saturday 22nd October	Home	Queens Park Rangers		
Sunday 30th October	Away	Wimbledon		
Wednesday 2nd November	Away	Southampton		
Saturday 5th November	Home	Everton		
Saturday 19th November	Away	Coventry City		
Saturday 26th November	Home	Leicester City		
Saturday 3rd December	Away	Manchester United		
Saturday 10th December	Home	Chelsea		

TIME ON YOUR HANDS

There are loads of files to be decompact from *Dr Fox*, and it takes quite an age for your ST and the *Menu* program to dearchive them to a blank disk. So we've come up with a few things you might like to do while you're waiting:

1. Make a cup of tea or coffee (rather obvious one that, I'm afraid).
2. Wax lyrical on the sordid state of your favourite footballing side's players/manager/board (depending upon which one is currently to blame for their recent poor form).

3. Hurl some 'friendly' abuse at your team's greatest rivals (actually, you might spend a couple of hours doing that, and the program doesn't take that long to decompact).

4. Ponder how it is that Jimmy Hill and John Motson are still employed by the BBC.
5. Grapple with the idea that the US World Cup was wrecked by the dreadful final between the two 'greatest' teams, Brazil and Italy.
6. Debate the potential guilt or innocence of Richard III with regard to the Princes in the Tower.

TIMEZONES

By: Alan Butcher

Machines: All STs

Minimum memory: 512K

Resolution: Medium
(recommended) or High

Size: 28K

Ever wondered what time it is in Bangkok? About to pick up the phone to wibble on to someone in America when you suddenly realise you don't know what time it is? Well, this is the program for

you! Simply enter the current time in the UK, and click on your chosen city and hey presto! The time there is displayed.

A quick word of warning though. The Accessory has problems running in high resolution. When you exit, only half the screen is cleared. This is only a minor wibble however. To solve the problem, just open a window and drag it over the affected area to wipe the screen clean.

BACKUP

By: Brian Tilley

Machines: All STs

Minimum memory: 512K

Resolution: Any

Size: 12K

Look, don't ask why, okay?

Just format a blank disk, put your Cover Disk into Drive A, open up the BACKUP folder and double-click on CD-BACK.TOS. Then follow the on-screen instructions and before you know it you'll

have backed up your Cover Disk. Easy, isn't it. Now you can be safe and secure in the knowledge that only a massively severe magnetic storm in the vicinity of your room can possibly destroy all your hopes and aspirations. (Er, and your Cover Disk.)

Oi! Don't go yet! If you're a subscriber, (and if not, why not?) why don't you back up your Wonder Disk while you're at it? I'll tell you why. Because I said so, that's why. (Er, sorry about that. He's been under a lot of stress - Trent)

TINY PRINT

By: Richard Kelsch

Machines: All STs

Memory needed: 512K

Resolution: Medium/High

Size: 42K

We are not worthy! We are not worthy! This superb little utility comes all the way from California, and is written by a man whose current claim to fame is that he has appeared in *Renegade*, an American TV show that's aired over here in the small hours (even members of *ST FORMAT* have seen it). Taking the classic 'good cop framed by corrupt colleagues' motif he fights crime from the fringes of the law. Luckily, he happens to be a martial arts expert and rides a neat Harley... Sorry, back to *Tiny Print*.

Luckily the program is excellent enough to stand up in its own right. It enables you to cram loads of text on to a single sheet of A4 using Epson-compatible printers (up to 160 columns by 140 lines). The program has an incredibly

user-friendly interface - just click on the options you want before clicking on OK, and before you know it you'll have your text pouring forth from your printer. You can select either Pica or Elite pitches, draft or letter quality printing and you can even print out your text in dual columns. Finally, you can justify your text in a variety of ways - you'll be flabbergasted at how such a small program can be so powerful.

Tiny Print also works with various multitasking environments (including MultiTOS and MagiC), enabling you to get on with other things while the program does its job. It's shareware, so if you like it and use it a lot, read the unconventionally titled README.TXT file for more details. Now you've no excuse not to write unreadable letters to your favourite great-aunt.

■ This is Richard Kelsch, and in his spare time he programs his ST. Er, sorry, in his spare time he acts in American TV shows.



TEN TIPS FOR COVER DISK SATISFACTION

1 Write-protect your Cover Disk by sliding the black tab so you can see through the hole; this prevents you from accidentally erasing data.

2 Always make a backup copy using the *ST FORMAT Backup* program, see the instructions on page 6.

3 Always read the instructions for the program you are using on the Cover Disk pages and in any document file that is on the disk.

4 Never run software directly from the Cover Disk except the *Backup* program, and always use your backup disk.

5 Never try to decompress self-extracting TOS files on the Cover Disk, always copy them to a blank disk.

6 If you have any general problems with your ST, consult your manual. If you are still stuck then write to ST Answers, 30 Monmouth Street, Bath, Avon BA1 2BW.

7 If you can't load, copy or back up your Cover Disk programs then you may have a faulty disk - it happens sometimes.

Send the disk and a padded self-addressed envelope to:

ST FORMAT December Disk Returns, PO Box 21, Daventry, NN1 5BU

We pay the return postage. Please, please don't send faulty disks to our Bath or Somerton offices because we don't keep stocks of Cover Disks there.

8 If you are having problems with a Cover Disk program go back and read the Cover Disk pages and any DOC files on the disk. If you still can't get the program running, call the *ST FORMAT Cover Disk Hotline* on 0225 442244 on Wednesdays between 2pm and 6pm only - we can't accept calls at any other time.

9 If you have other hardware or software queries, contact the manufacturer or publisher. Alternatively, ring the official Atari Helpline on 031 332 93233 between 6pm and 11pm Monday to Saturday and 8pm and 11pm on Sundays.

10 *ST FORMAT* Cover Disks are double-sided. If you have an old STFM and cannot read the Cover Disk then you should upgrade your ST to a double-sided drive.

WE WANT YOUR PROGRAMS

We pay for your software - so if you've got anything that's good, original and preferably short that you think really deserves to go on *STF's* Cover Disk, send it with this form and full documentation to Nick Peers, *ST FORMAT*, Cover Disk, 30 Monmouth Street, Bath, Avon BA1 2BW

Name _____

Address _____

Daytime phone _____

Program title _____

Total size in K _____

On a separate sheet, explain concisely what the program does and why you happen to think it's so brilliant.

Remember to: ■ Include on-disk and paper documentation ■ Write your name and address on the disk ■ Use a virus-free disk ■ Keep a copy of your program, because contributions are non-returnable ■ Enclose an attractive bribe ■ Not that it makes a difference, of course.

Please sign the following declaration: This program is submitted for publication in *ST FORMAT*. It is wholly my own work and I hereby agree to indemnify Future Publishing against any legal action should copyright problems arise.

Signed _____

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THE NEWS

Atari get a cash injection, Stardust is nearly complete and IDS have a new phone number. Nick Peers gives you the low-down on what's hot in the Atari world at the moment.

ATARI VS SEGA

BY NICK PEERS



■ *Alien vs Predator* might be a Jaguar game, but I reckon the STE could come close if it bothered to try.

ST USER CLOSES

ST User, one of the founding magazines in the ST world has closed after 106 issues, having suffered a long but recently more rapid decline in sales.

It's difficult to be too downbeat about the news, though. After all, *ST FORMAT* remains in a supremely strong position with many years of life left to it. As unchallenged market leader, with over 38,000 readers, you can be sure that we'll still be there to bring light into your lives every month, and we'd like to welcome all *ST User* readers. Rest safe in the knowledge that if it moves in the ST market, we'll cover it. In the journalistic sense, you understand. Er, anyway, you'll be getting over the loss of *ST User* before you know where you are!

After a battle strongly reminiscent of the Jaguar's *Alien vs Predator*, Atari recently made an extra \$90 million at the expense of Sega. After a four-year legal battle over video game patents which saw Atari filing a lawsuit against the Japanese giants last autumn, the two companies recently came to an out-of-court settlement worth \$50 million in cash for the rights to over 70 Atari patents and another \$40 million in return for an 8 per cent stake in Atari.

Atari had been experiencing some problems in terms of cash-flow which affected not only the advertising of the Jaguar, but also its construction. According to *Computer Trade Weekly* Atari lost \$48 million last financial year, so the money from Sega is a big boost.

The final settlement is excellent news for the Jaguar. Sam Tramiel, CEO of Atari, commented:

"The increased cash position will be used, among other things, to enhance our marketing position this fall." This improves Atari's chances of a worldwide success with the machine, especially considering the fact that the settlement will enable Atari to launch a fresh assault on the market in time for Christmas. Part of the deal is that Atari can also license certain Sega games, so look out for the likes of *Sonic* and *Virtua Fighters* on the Jaguar.

More Jaguar news

A licensing agreement between Williams Entertainment and Atari could see souped up versions of arcade classics like *Joust*, *Defender* and *Robotron* appearing on the Jaguar. These could well also be the

first versions of these games to introduce first-person perspective in a realistic three-dimensional environment. Williams have already developed *Troy Aikman NFL Football* and *Double Dragon V* for the Jag. Byron Williams, president of Williams Entertainment was all chuffed about the whole thing: "We're very excited about the Atari Jaguar 64-bit platform and happy to support it with our finest titles."

IDS NEWS

IDS HAVE CHANGED OWNERS IN the past month. Midland Software, who also run AWF PDL, have taken over the reins of the company from Wright and Hayes, who ceased trading in October. The phone number and address have stayed the same however.

A provisional price tag of £24.95 has been put on *Grafix*, the art tutorial package featured on this month's Cover Disk as an exclusive *ST FORMAT* demo. The price will also include an art package to enable you to try out the tutorials.

IDS have also revealed that *HERO* was completely written and compiled in *STOS*. The announcement has blown rather a large hole in the myth that *STOS* is too basic and slow to be used in any serious



form to write games. *HERO*'s programmer Tony Greenwood has also announced that the *Stosser* disk magazine is to return following a large public outcry on its demise (see *Feedback*, for a start). Tony is also writing the *Advanced*

■ *HERO* scored a more than acceptable 85% in last month's *ST FORMAT*, and it was entirely coded in *STOS*. Not bad!

Programmer's Guide to STOS which, considering the quality of *HERO*, might be a valuable read if you're into programming.

MY FIRST BBS

FIRST COMPUTER CENTRE HAVE recently announced that their bulletin board, set up three months ago, is already proving popular according to General Manager Bryan Cobby. Currently providing a forum for customers to place orders, download printer drivers and PD software or get technical help from First Computer's engineers, the BBS is to expand with an Atari file area for users to contribute and download files specific to the ST and company.

The BBS can be contacted on 01132 311422, and it runs 24 hours a day up to V32bis, 14400 baud with a standard 8N1 communication protocol and Ansi or AnsiBBS terminal emulation. There is also a Fidonet number for the BBS on 2:250/356. Turn to our comms feature on page 15 now!

STARDUST PREVIEW

BY NICK PEERS

Due for release this month is the long-awaited *Stardust* from Daze Marketing. It's been coded in Sweden by Bloodhouse and was a big hit on the Amiga last year (indeed, it was so good that even Jonathan

Nash liked it). On the ST, we've seen a demo of one of the sub-levels, in which you fly down a tunnel in a manner similar to the 'assault on the Death Star' scene from *Star Wars*. And to be brutally honest it all looks and sounds amazing. The graphics whizz by at an incredible rate while remaining smooth and polished – the screenshots don't do the game justice because you have to see it in action to have any idea of quite how detailed it looks. The

game is STE-only and requires 1MByte of RAM, but you'll be pleased to know that the extra power and memory have been put to good use.

There's the usual banal plot about princesses and evil lords and the like, but all you really need to know is that it's them versus you. The game is based around the old classic *Asteroids*, but with the inclusion of sub-levels like the one shown here. Just blast those meteors and aliens, hang on to your hats and get ready to be blown to *Stardust*. It's looking darn good, and if the Amiga version is anything to go by it'll be a winner.

Stardust will retail at £24.99 – you can contact Daze

■ You really have to experience *Stardust* to get any idea of what it's really like. You can almost feel the rush of wind as you hurtle towards your doom.

Marketing for more information on this and other products on ☎ 0171 372 7435.

■ Er, dad. I just might have accidentally done a teensy weeny bit of damage to your X-wing fighter. It wasn't my fault, honest!

DESKTOPPER AMENDMENT

SOME ERRORS, OMISSIONS and downright mistakes featured our review of the DeskTopper (a replacement/expansion case for the ST) from System Solutions (*ST FORMAT* 64, page 25).

Firstly we implied that the installing the DeskTopper would increase the levels of electromagnetic radiation. This is not true. Being made of metal the DeskTopper significantly reduces such emissions. Apologies to all concerned.

The picture used to illustrate the review also featured the FreeKeys accessory (a replacement keyboard kit), which is a separate item and costs £39.95. The DeskTopper and FreeKeys are available as a complete kit for £99.95. The standalone DeskTopper costs £69.95, as we stated in the review.

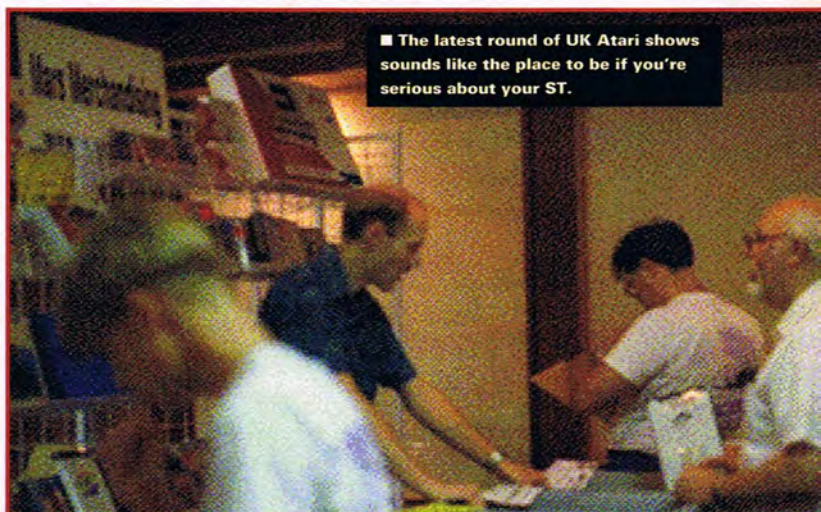
For information about the DeskTopper and clarification of some of the comments made in the review please see Feedback on page 88.

ATARI SHOWS FIRM DATES

FOLLOWING OUR SOMEWHAT vague report in the October issue of *ST FORMAT* about this autumn's Atari shows, firm venues have now been booked and the four shows will be going ahead at the following dates:

November 12, Glasgow Forte Crest
November 13, Leeds Hilton
December 10, Birmingham Motorcycle Museum
December 11, London Novotel

If you're serious about your ST, and want to see all the latest products on offer, you'd be mad not to pop along. Among the exhibitors will be CGS ComputerBild, COMPO Software, System Solutions, IDS, Goodmans PDL and Titan Designs. You'll be able to view the latest ST games – *HERO* and *Team* for example – and try out the likes of *NVDI v3.0*, *That's Write 3*, *NeoDesk 4* and *Janus*. There'll be some great show prices



■ The latest round of UK Atari shows sounds like the place to be if you're serious about your ST.

(for example, Goodmans were offering *Neochrome* for a mere £2.95 at the July and August shows), so if you're after a bargain, you know where to go. The

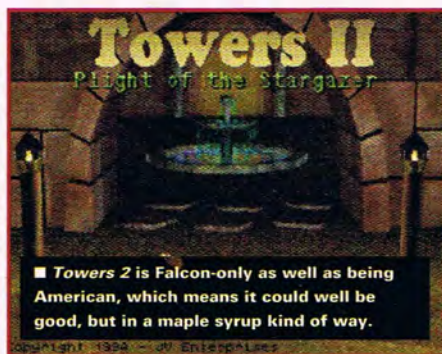
shows will run from 10am-5pm each day – and tickets should be around £5. Call any of the companies mentioned if you want more details of how to attend.

TOWERS 2 COMING SOON!

BY NICK PEERS

Due around late October is *Towers 2*, the Falcon version of the American RPG, previously released for the ST. It's being released as a 'try before you buy' product, which means that you can progress through several levels before you have to shell out for the manual which, in the UK, will cost £19.95 from Goodmans International (☎ 01782 335650).

Towers 2 on the Falcon will be three times as large as the original release on the ST and run in true-colour mode with stereo sound effects and music – mind you, you will need 2MBytes of free memory and 4MBytes of hard disk space to achieve all that. The original game



■ *Towers 2* is Falcon-only as well as being American, which means it could well be good, but in a maple syrup kind of way.

was reviewed in *STF* 57 and received 86%. If you like role-playing games it should appeal, and being able to try the game first makes it an offer potentially too tempting to miss.

Art for Kids

Goodmans are also distributing the Australian release *Art For Kids* for Moving Pixels in the UK. It's a fun art package, featuring sound effects and animation, for 1MByte STE, TT and Falcon owners, and it'll cost £24.95.

Finally, although *ST FORMAT* subscribers have *Munch* on this month's Wonder Disk (turn to page 58 to see how to subscribe), the less fortunate among you can now get this monochrome art package from Goodmans' PD section. Write to them at: 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, Staffs, ST3 1SW, or call ☎ 01782 335650, quoting disk GD2378.



■ Cor, look at those screenshots! *Towers 2*...

STARBALL COCK-UP

By a badly beaten Disk Editor

Before you all shoot me, yes there is a problem with *Starball* from last month's Cover Disk – if you only have 512K of RAM, that is. The *Menu* program refuses to dearchive the game, but fear not, for while I was being soundly thrashed for my mistake, I came up with a solution that is simple, yet foolproof. (Does this mean you respond well to thrashing? – Jill).

Open up the *STARBALL* folder on Cover Disk 64a and copy *STARBALL.LZH* to a blank disk. Next,

select 'Show Information' from the File menu on the Desktop and change the name of the file to *STARBALL.TOS*. Finally, double-click on the file and it automatically decompacts all the files to your blank disk. Once done you can delete the *STARBALL.TOS* file and re-boot. *Starball* now loads automatically and you can work off your frustration by racking up the biggest score ever. Alternatively, you could wait for me to come out of hiding, but I'm not telling you where I'll be. *stf*

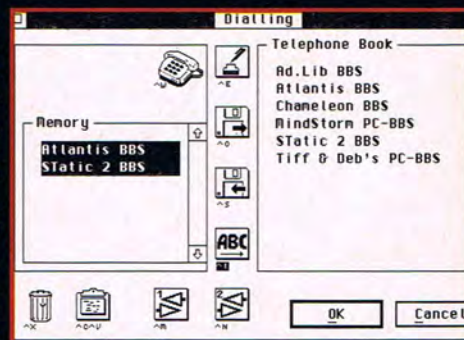


■ *Starball*, on last month's Cover Disk. 512K users might find it just a teeny-weeny bit more awkward getting on a blank disk than they previously thought. Ahem. Sorry.

NEXT MONTH

DIRTY ROTTEN SCOUNDRELS!

ST users like you and me are being robbed - right now! Our shareware and licenceware programs are being mercilessly ripped off which starves authors of development cash and YOU of software. Piracy is back. And this time it's personal



STARDUST



'Superb' 'elegant' and 'playable' is how Jon Nash described the Amiga incarnation of *Stardust*. Now it's ready for the ST and it looks even better. Be prepared for

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The ST will live forever - if you treat it right. The definitive guide to ST health-care and first aid. If you value your ST you just have to read this!



CHRISTMAS PRESENTS



That festive time of year is upon us! With stockings to fill and January sales on their way you'll want to know what to buy and what price to pay. The latest ST software will be reviewed and we'll

hunt out the best bargains from the stars of 1994. Going shopping? Don't leave home without *STF*!

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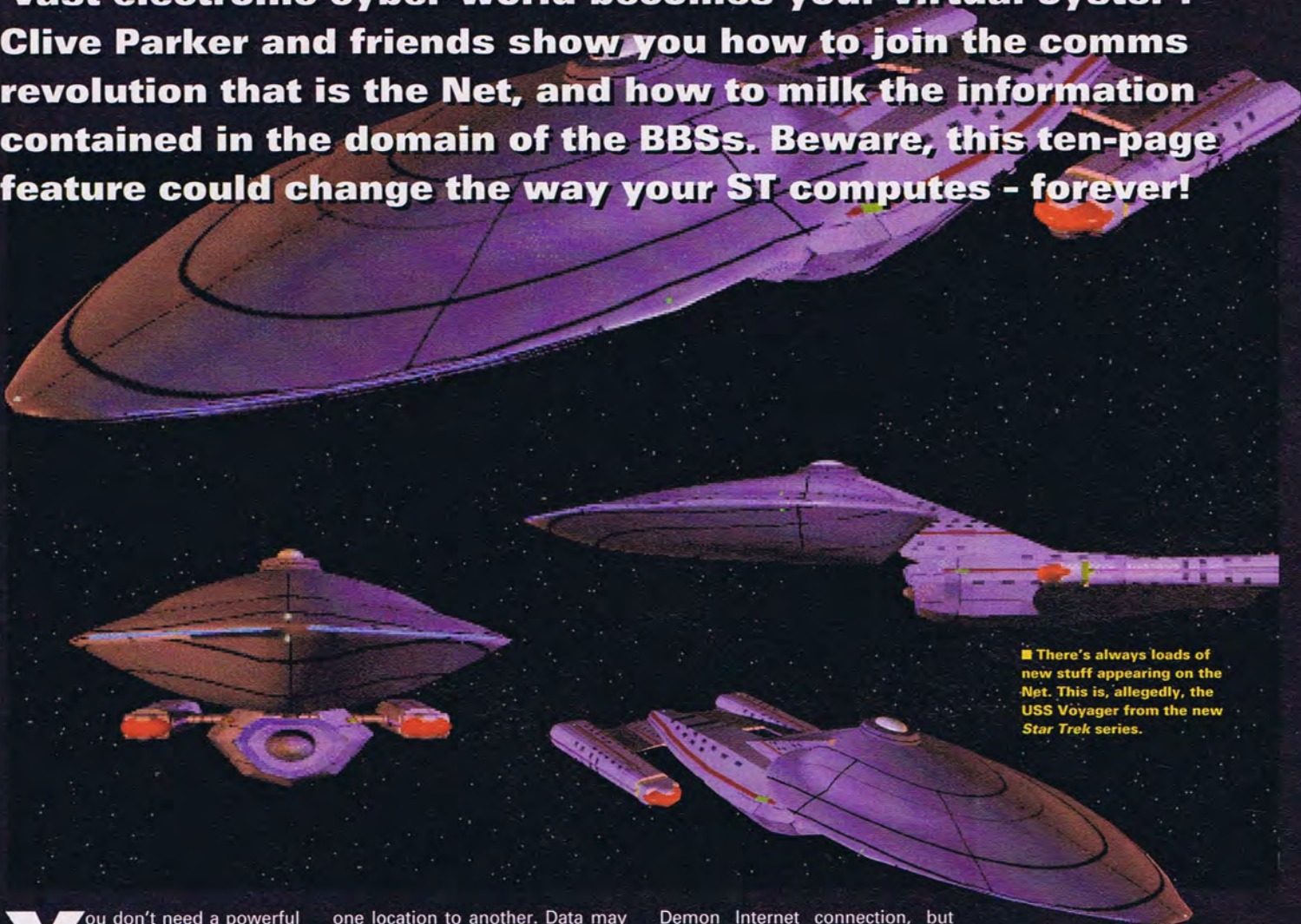
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INTERNET!

Visit the world from the comfort of your own Desktop. Blag billions of terabytes of data without moving a mouse. Talk to millions of people without even picking up the phone. It's not only possible, it just has to be done! Get a modem, and a 'vast electronic cyber-world becomes your virtual oyster'. Clive Parker and friends show you how to join the comms revolution that is the Net, and how to milk the information contained in the domain of the BBSs. Beware, this ten-page feature could change the way your ST computes - forever!



■ There's always loads of new stuff appearing on the Net. This is, allegedly, the USS Voyager from the new Star Trek series.

You don't need a powerful UNIX workstation or even a PC or Mac to be able to access the terabytes of data and software available for download from the Net. Using your ST, a modem and a standard phone line you can hook up to the network everyone's talking about. For our full, step-by-step guide, turn to the panel on page 16. But first some background.

What is the Internet?

The Internet is a huge mass of networks and computer systems linked together, which move chunks of information around from

one location to another. Data may be sent from a UNIX machine, pass through a network run by PC, another running on Macs and finally be downloaded over a phone line on to the hard drive of your ST.

You connect to the Internet by calling a dial-up service using a modem and your ST at home. Using a dial-up service is similar to using a BBS - you dial the number of your nearest

Demon Internet connection, but instead of being connected to a single computer

"Using your ST, a modem and a phone line you can hook up to the network everyone's talking about"

running a BBS you're connected to every computer in the world that's on the Internet. It doesn't matter which type of computer you are using - as long as you are running the right communication software and protocols you can access the whole Internet. There are loads of obscure techni-

cal terms and jargon constantly being bandied about on the Net, but don't worry - you can ignore almost all the jargon and concentrate on using the software and services available.



STEPPING ON TO THE INFOBAHN

1 First, get a modem (see the modem round-up on page 22). The faster the modem can transmit data, the lower your phone bill is going to be. Modem speed is measured in bps (bits per second) – this is called the baud rate. A 14,400 baud modem is fast and desirable; a 2,400 baud modem is slow and should be avoided at all costs.

2 You'll need to be able to use a phone line for long periods of time – computer data takes a long time to transmit over a phone line. Be prepared to get a telephone extension cable or to move your computer desk closer to the phone socket.

3 Using the Internet – or any BBS – is highly machine intensive. Ideally you want at least 2Mbytes of RAM in your ST and a hard drive (see our hard drive round-up on page 24). Because you will be moving sizeable files around you will want to be able to load and save them quickly and easily.

4 A multitasking operating system like MagiC is an advantage. It enables you to download files (which can be time-consuming) while you work on something else.

5 Open an Internet account with Demon Internet. Give them a call on ☎ 0181 349 0063 with your credit card ready. If you don't have a credit card write to: Demon Internet, 42 Hendon Lane, London N3 1TT, enclosing a cheque for your start-up fee – see the price box below. Don't forget to tell them you are using an Atari ST.

6 If you pay by credit card Demon will send you the details of your account and a phone number for the Demon BBS. Connect your modem to your ST and run a standard comms package – see the comms round-up on page 19 – then call the Demon BBS.

7 Log on to the BBS and go to the Atari area. At this

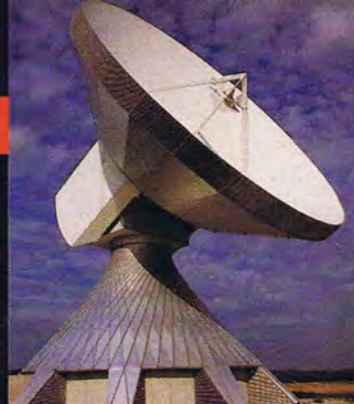
stage you're looking for the Internet software that Demon supplies, which we recommend you use if you want to get on to the Internet quickly and easily. See the next page for full details of all the software they provide.

Find ATARINOS.TOS and download it to your hard drive. ATARINOS.TOS is a self-extracting archive containing all the software you need to connect your ST to the Internet.

8 Now decompress ATARINOS.TOS. It's very big so you can only unpack it on to a hard drive partition. Don't forget to read all the DOC files supplied with the software – they're there for a reason!

9 After ATARINOS.TOS has finished unpacking, run the INSTALL.TOS program. This sets up all the Internet software so that it runs correctly from your hard drive partition.

10 When that's finished, run DEMON.TOS and enter



your IP address and nodename supplied by Demon. Your IP address is a funny number like 124.22.252.19 and your nodename is usually just the address demon.co.uk.

11 Select E from the main menu to configure the Net software supplied – there's just a few simple options of the yes/no variety. When you've finished setting it up, select S to save the configuration.

12 That's all there is to it! Now you can get on-line to the Internet and send e-mails to ST FORMAT, download the latest shareware and PD and get all the latest ST info from Usenet.

Different systems

All the different computers and systems on the Internet can link together because they use the same communication protocols to move data about. These are called IP (Internet Protocol) and TCP (Transmission Control Protocol).

A version of this protocol software exists for your ST and is contained within the software that Demon Internet supply to get you on-line. See the panel above called Stepping on to the Infobahn for exactly how to get hold of the software, but don't worry about how it all works – it's set up automatically for you when you install it.

En route

The communications software supplied by Demon also takes care of the breakdown, routing and transmission of data by slicing it up into chunks called packets. Each packet is marked with a unique label and the destination address, then sent by your

"ftp sites are special computer systems that store thousands of programs and files, which are available for you to download"

modem over the Internet. Special computers called routers study the address information and select the best route for each packet to get to its destination. When the packets reach their destination, the receiving computer reads the labels and rebuilds the data back into its original form. Dead simple.

What's your address?

The addresses used by the routers are part of the domain name system. Each computer on the Net has its own unique name, which is made up of a number of different parts. Each part of the address nests inside the previous level, while each level is called a domain and is made up as follows:

name@hostcomputer.domain.subdomain.top_level_domain

So, for example, **cparker@netmag.cityscape.co.uk** breaks down like this: **cparker** is the individual computer user's login name; **netmag** is a unique name set up on the CityScape system for *net magazine* accounts (this costs extra); **cityscape** is the service provider's network name; **co** signifies that the network is a commercial organisation; and **uk** is the country code. So when you set up your account with Demon Internet your name would look something like: **stfreder@demon.co.uk**.

ftp - file transfer protocol

Ignore the acronym, all you need to know is that you can use ftp software to connect to ftp sites. These are special computer systems that store thousands of programs and files, which are available for you to

download to your ST – similar to downloading files from a BBS.

However, instead of dialling up a BBS and browsing through the file lists, you enter the address of the site you want to visit into your ftp program, wait for the software to connect you and then search through the file areas for the stuff you want. Dead easy. You can even connect to more than one ftp site at once and download two separate files at the same time – try doing that on a BBS!

Getting the software

Suppose you want to get a file from the Atari Archive (oh, go on). You would simply run your ST_FTP program from the DEMON.TOS

menu (see the panel on the next page for exactly what this means) and enter **ftp atari.archive.umich.edu/atari/** to tell the software to contact the archive at the University of Michigan and take you directly to the Atari software directory. Now you can just browse through the software and select the file you want to download. It's as easy as that.

Usenet - the news of the world

Usenet is huge area where you can find text-files about almost any subject you care to think of, using a piece of software called a news-reader. If you have a hobby or interest, you can bet that an area

ER, HOW MUCH IS ALL THIS?

To explore the Infobahn you have to get an Internet account from a service provider. This provides you with a contact phone number called a PoP (point of presence) which connects you to the Net.

All service providers charge an initial connection fee and a monthly subscription. It may look like a lot of money but there are no hidden charges involved. When you use other services like CompuServe, CIX, Delphi and the new Apple eWorld service you are charged by the hour when you are on-line, and if you're not careful you can build up a frightening monthly bill.

Here's a run-down of the current Demon Internet charges. The standard dial-up service costs £14.68 for the connection fee and £11.75 monthly charge, making a total annual charge £155.68. The e-mail forwarding service enables you to use your own company name instead of Demon's as part of your domain address. This costs £235 a year extra, making the total cost £390.68 per year. You can write to Demon at: Demon Internet, 42 Hendon Lane, London N3 1TT. Or call: Sales ☎ 0181 349 0063 Helpline ☎ 0181 343 3881 Fax ☎ 0181 349 0309. Or e-mail them at: internet@demon.net

THAT DEMON SOFTWARE IN FULL

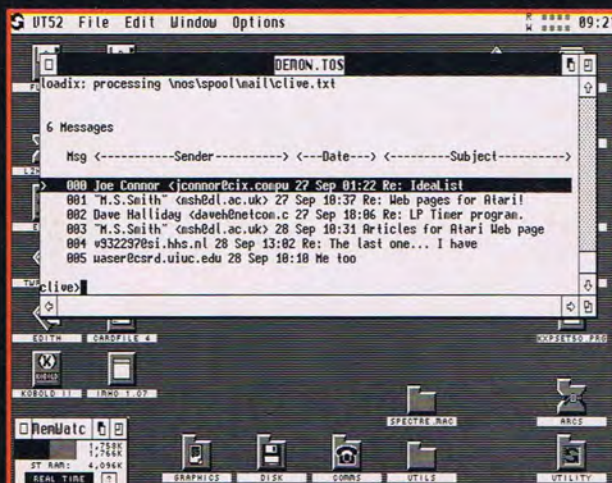
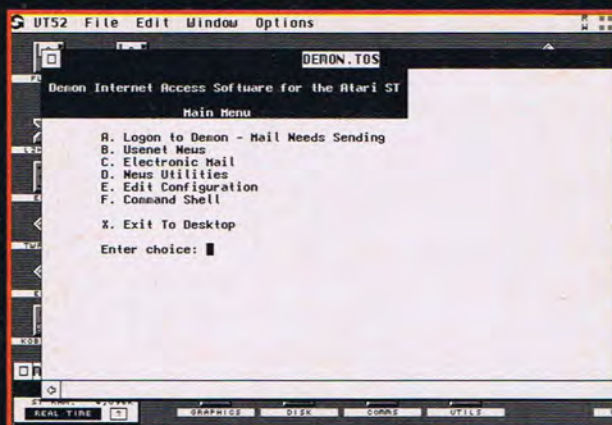
The kit supplied by Demon consists of the TCP/IP software KA9Q, e-mail software, Usenet software, finger, Telnet and an ftp program.

All of this software has been converted from original DOS programs on the PC, which means that there's a distinct lack of GEM functionality when you use the Net software. Although this may seem to be a drawback at first, after using the software a few times you quickly get used to using the various utilities.

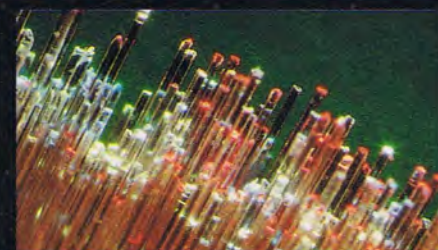
The shell program, DEMON.TOS, enables you run all the ST Internet software supplied by Demon from a single menu, so that you don't have to mess around loading the separate programs for ftp, Usenet and e-mail. There are complete document files for all the programs supplied with DEMON.TOS, and the latest versions of each are uploaded to ftp.demon.co.uk/atari on a regular basis. Technical support for the ST KA9Q/NOS software – the communication protocols that enable your ST to talk to other computers on the Internet – is handled in the newsgroup demon.ip.support@atari.

These ST programs are public domain and shareware, and they enable you to connect into the Net using a (reasonably) local phone number called a point of presence (PoP) supplied by Demon Internet. You just call the number of your nearest PoP and you are connected to the Net via their dedicated leased line, enabling you to talk with the rest of the world for the price of a (reasonably) local call.

To make Internet access even easier on your ST you should run a multitasking operating system like MagiC, which enables you to download software and grab e-mail in the background while you get on and do something else.



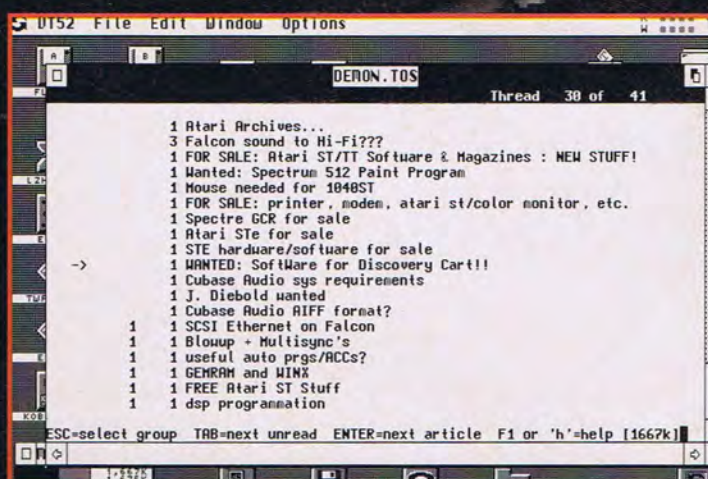
Demon's e-mail module handles all your electronic mail, keeping track of mail sent by you, and notifying you of any new mail that has been sent to you since the last time you connected to the Net. You can switch between mailboxes if you have more than one username, and when you reply to messages you can include quotes from the original e-mail sent to you. You can save e-mail messages as text-files to disk, and you can even forward your e-mail on to someone else who may be interested.



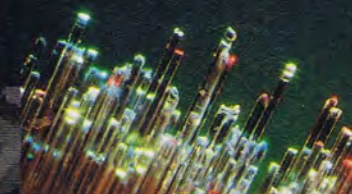
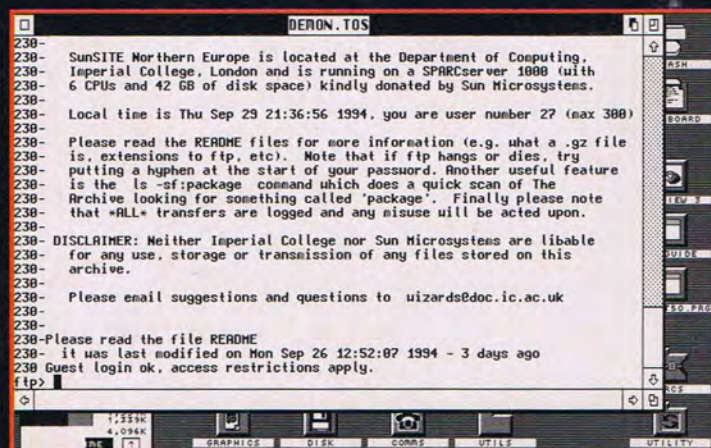
The Demon Internet software shell is a small TOS program using a batch file processed by TomShell CLI. You can use the Configuration option to change your password, username and any other parameter. News Utilities enables you to subscribe or unsubscribe from newsgroups and delete articles and postings you downloaded at an earlier session.



KA9Q provides inbuilt 'daemons' for ftp, Usenet news and e-mail transfer, telnet, finger and ttylink, a simple user-to-user direct chat. This means all the correct communications protocols for Internet access are contained in the software. A crude version of gopher is possible, but lack of good terminal emulation means you'll have problems connecting/retrieving gopher files. Telnet and ftp are also multi-session capable.



The Usenet newsreader program takes you to any new postings in the newsgroups you subscribe to, and informs you of any new groups set up since you last connected to Usenet. When you read a message in any newsgroup you can post a reply to the original group, to an entirely new group, or to several groups. All messages in a common thread are kept together for easy reference, and messages can be saved to disk as ASCII files. You can also reply to a posting as a private e-mail.



KA9Q/NOS is a multi-session ftp client – you can connect to more than one ftp site simultaneously and retrieve files from them. Starting a session is as simple as typing "ftp ftp.address.here." Multiple sessions continue to work even when they're not displayed on screen, so you can download files in the background while you work on something else. A word of warning, if you try to run too many ftp sessions at once, a standard 8MHz ST slows right down to a crawl.

THE WEB AND THE ST

The World Wide Web is a new area of the Internet that enables you to move from area to area by using hypertext links in documents. Specific words are highlighted in a page of Web text, and when you click on them using the mouse you are transferred to the linked page - what could be easier than that? The Web can even display graphics.

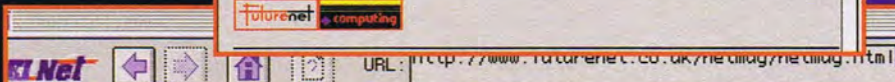
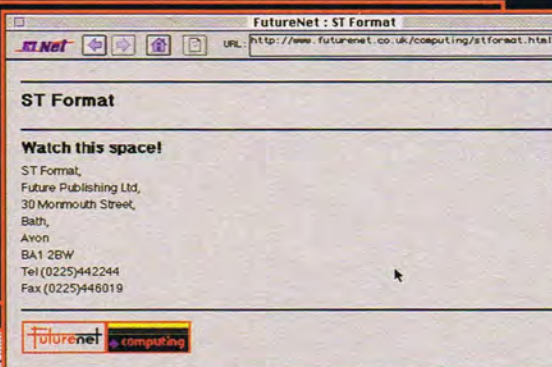
It all sounds too good to be true, huh? Well, it is too good because there's no usable World Wide Web software for the ST at present. There is a Lynx text-only browser - as used by UNIX terminals - but this doesn't display graphics and it only works when MiNTnet is running. It doesn't work very well because Lynx was originally designed to work with VT100 terminals, and the VT52 terminal emulation on the ST just can't cope with it.

A version of Mosaic, an Apple Mac and Windows Web browser, is under development already, and should be ready in the next few months. So, you'll just have to be satisfied with the enormous areas of the Internet that are currently usable with the current ST software. Sigh.

Remember that the World Wide Web is only a year old, so being able to use the Web is very new even on the computers that have browser software available.



■ When the Mosaic Web browser for the ST is available you'll be able to access FutureNet, a series of Web pages run by Future Publishing enabling you to get news and information direct from ST FORMAT.



the internet magazine

.net



Welcome to the .net Homepage. You can read and search the full [preview issue](#) or check out [Issue 1](#) - over 100 pages of Internet gold. The preview is available with PCFormat, MacFormat and Amiga Shopper in from all UK newsagents. Get a **FREE PREVIEW COPY** - just fill in this [form](#).

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■ If you really get into the Web you can explore areas of FutureNet dealing exclusively with the infobahn, take a look at [.net magazine's Web pages](#) - the complete text of [.net issue zero](#) is available on-line.

for it exists in one of the 6,000 newsgroups on Usenet.

Usenet has two main functions. Basically it's the world's biggest bulletin board, with millions of people accessing it daily - chatting, leaving messages, posting information and answering questions. Secondly, Usenet acts as a relay for distributing news and information - a kind of on-line news service. Special areas called newsgroups upload information daily.

All Usenet newsgroups are open to everyone. To take a look at the postings in a newsgroup, just enter the name of the newsgroup you want to look at in the ST_NEWS program (again, see the panel on the next page for more information about this program). All the messages within the group can be viewed or downloaded. If

you want to reply to a message, select the 'reply' option; if you want to post a new message on a different subject simply select the 'post article' command. If you don't want to post a public message then you can reply by e-mail, either from within the ST_NEWS software or you can

take a note of the address and send whoever it is a normal e-mail. Pretty flexible, huh?

But there's more

The Internet is the new kid on the block but computer users have been using modems to send messages, data and all manner of stuff to each other for years. This scene, comms, hasn't faded away. It's there. it's hugely useful and it's yours. Read on for more modem fun!

HANDY ST E-MAIL ADDRESSES

Andy Curtis:
andy@theshack.demon.co.uk
CGS ComputerBild:
100042.2312@compuserve.com
Clive Parker: cparker@futurenet.co.uk
or clive@netmag.cityscape.co.uk
COMPO Software:
compo@cix.compulink.co.uk
Demon Internet: internet@demon.net
Frank Charlton:
frank@theshack.demon.co.uk
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ICD: icdinc@genie.geis.com or
icdinc@delphi.com
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netmag.futurenet.co.uk
Oregon Research: orres@teleport.com
Sam Trameil, Atari: 75300.3443@compuserve.com
ST FORMAT:
stf@futurenet.co.uk
Trenton Webb:
trenty@futurenet.co.uk

Atari ftp sites:
atari.archive.umich.edu/atari/
ftp.demon.co.uk/atari/
micros.hensa.ac.uk/micros/atari/
src.doc.ic.ac.uk/packages/atari/umich/
Atari ST Usenet newsgroups:
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
demon.ip.support.atari
Atari Web sites:
Atari CD FAQ:
http://www.dl.ac.uk/MISC/ATARI/
CD_FAQ
Atari ftp list:
http://www.dl.ac.uk/MISC/ATARI/
ftplist.txt
Atari Guide to Network Connectivity:
http://www.dl.ac.uk/MISC/ATARI/
SLIP_FAQ
Atari TOS Desktop Survival kit:
http://www.dl.ac.uk/MISC/ATARI/
survival
Mark Smith's Atari Web Page:
http://www.dl.ac.uk/MISC/ATARI/
atari.html
ST FORMAT:
http://www.futurenet.co.uk/
computing/stformat.html

MORE INPUT!

Right. It's all very well buying a modem but what can you use it for? If you want to know about the Internet, read the main feature, but you'll also need to know about systems called 'bulletin boards' or 'BBSs'.

Bulletin boards have absolutely nothing to do with the Internet. A bulletin board is simply a computer in someone's home, which is linked up to a dedicated phone line, and acts as a large database. It enables you to send messages or files to anyone else using the same bulletin board. It's not linked to the Internet in any way – BBSs are completely different systems.

The Internet is like the British Library – in that it has outlets all over the country. Should you want a book that's currently residing in Newcastle, you can request it and they'll ship it

down to your local library. It's a big, interconnected thing. A BBS is more like a bloke setting up an independent library in his front room. If the library doesn't have the book you want, try another library – there's no higher structure. If your book isn't here, you're stuffed.

But this bulletin board system idea is a good one. It has no real costs (apart from rental on a phone line, though all the calls are incoming), and users aren't charged. If you can find something on a BBS it's yours for the taking. People thus contribute more than they normally would, because everyone benefits.

Once the UK was full of BBSs, Fidonet came along. Simply, Fidonet means that at pre-arranged times the BBSs ring each other up, and pass mail on. So, just like the Internet, you can

send a message to someone using a BBS hundreds of miles away, by simply calling your local board. This is still nothing to do with the Internet, though, it links bulletin boards as opposed to universities. These bulletin boards are still easy to get on to, using the comms packages covered elsewhere on these pages. You'll find enormous lists of boards to call just about anywhere you look. Even if you only manage to find one board (such as Ad.Lib on 0191 370 2659, the BBS that *ST FORMAT* like to hang around on), it'll contain a list of several hundred others.

So when you do get yourself a comms setup, give a few boards a try – if you can find a good Fidonetted board in a local area, you'll have nothing to lose. Failing that, if you feel like dropping *ST FORMAT* a line, try out Ad.Lib.

Comms Software

You've got a modem, a hard drive, even a Net account. But there's another pile of files to explore. You just need some comms software.

Once you're set for the Net you'll also be able to raid another library of essential ST info and programs – all found on bulletin boards. In fact the only thing that's holding you back is the software that tells your modem who to talk to and how to display what they say on screen. You need a comms package, then.

Primarily, all you really need is a program that reads characters from a modem, displaying them on screen, and a program that read your keypresses and squirts them down the phone line. That's your basic terminal package. Things get more complicated when you want to start transferring files, because this operation comes with many transfer protocols, most of which you need. To get even more complicated, you need to add auto-dialling facilities, a phone book, and other, less important features like spooling.

Let's make it simple by starting with a few suggested comms software packages...

Freeze Dried Terminal (Fizzydizz)

Slowly becoming the most popular ST comms package, *Fizzydizz* manages all kinds of file transfer protocols (from X-modem to Z-modem), as well as being an off-line text editor for creating messages to spool off later, a 45 number auto-dialler, and an automatic log-on macro creator (to save hassle when you're logging on to the same board twice).

As one of the easiest programs to get the hang of, *Fizzydizz* is the perfect choice for absolute beginners, because nearly all important functions are run from a one-screen menu. What's more it's absolutely free to try out, being shareware. The full version will set you back \$25, but the limited version comes courtesy of Merlin PD (01453 882793). Worth a look.

STalker

Although it's a full price package (£40 from COMPO Software), *STalker* carries its price tag well. Even as a full-price package,



Fizzydizz, one truly wonderful little comms software package. Give it a try today. No – go on. No, really.

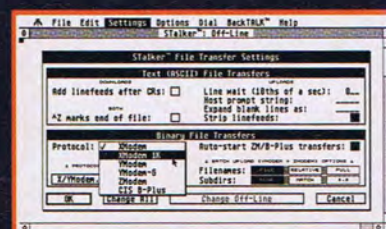
STalker has a slight edge. The most popular option in America, *STalker* works with a GEM-style interface, with some heavy customisation.

STalker has the full range of transfer protocols, and an impressive spooling system, using a virtual window as opposed to a throw-away text display system.

Singing its praises yet further, *STalker* can work in background, emulate VT52, VT100 and PC-ANSI terminals, work well with the GDOS system, work easily in conjunction with *NeoDesk 3*, and works on absolutely any machine.

TeddyTerm

Available most readily from Ad.Lib BBS, or most PD libraries (it's free to try, and £5 to register), *TeddyTerm* is a good package if you don't want to mess around. The program starts up and runs from



Alternatively, *STalker*'s got the full price end of the market worked out, still being good value for money.

the terminal screen, meaning you don't have to mess around with different screens or settings.

Being largely automatic, *TeddyTerm* sits patiently while you log on to a new system, and memorises what you did to log on, so that the next time you automatically dial, your name and password are entered for you.

Though it's not such a good system for beginners, *TeddyTerm* comes with an easily-viewed help file, giving less-than-helpful documentation on the various features, amongst which are spooling, just about any baud rate, ANSI emulation, automatic everything, and automatic-flippin' everything.

CoNnect and Flash

Much as I'd like to go around stealing other people's thunder, *CoNnect* and *Flash* are reviewed

on pages 20 and 21, so we won't cover them here. Read the reviews, though – these are packages well worth considering.

CoNnect 2.46

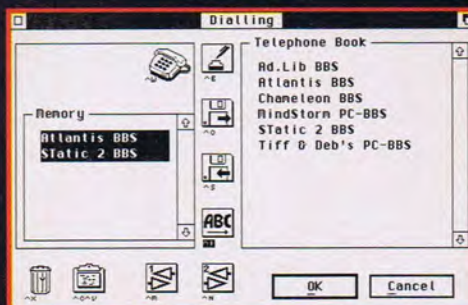
The Internet may be all the rage but all these other comms packages just keep getting more and more powerful – here's one to try.

Look, before we start can we just make one thing clear: they really do spell *CoNnect* with a capital N in the middle. It's not our fault, it's not a mistake, it just is. Okay? Anyway, getting back to the review.

CoNnect 2.46 is the latest incarnation of a shareware terminal package from Germany, distributed and registered in the UK by System Solutions. In common with most German programs, it's actually more than it first appears to be – but more on that later.

CoNnect uses an enhanced version of GEM as its interface. Absolutely everything is in a window, from the terminal itself to the dialog boxes, making its use under a multitasking system like Geneva or MagiC a joy to behold. Standard GEM is also enhanced by keyboard short cuts in dialogs, and you can redefine keys for menu items to suit your own style. The main terminal window also boasts menus of its own, either normal drop-down or Mac-like pull-down.

Configuring the terminal for your modem and machine is simple too, with all the possible options presented in pop-up boxes within each dialog. The end result is that dialog boxes are compact, and quick and easy to navigate. Extra ports on the Mega STE and TT are supported, as is the MIDI port for local connections. The terminal offers VT52, ANSI and <?> emulations, and the ANSI mode is probably the fastest we've yet seen even on a standard ST. Incoming text from the modem is displayed very fast, and you won't find you're waiting for the screen to catch up with your modem. *CoNnect* even has a 'smooth scroll' mode, where text is scrolled upwards by pixel rather than line, but this tends to be a bit gimmicky, and slows screen updates slightly. A much more useful option is



■ The Dial screen stores your BBS numbers. Double-clicking a name on the right dials it, and multiple numbers can be dropped into the memory store on the left, so you can dial a selection one after another.

where the terminal is only updated during pauses in the incoming data – it's slightly jerky but makes for a faster display.

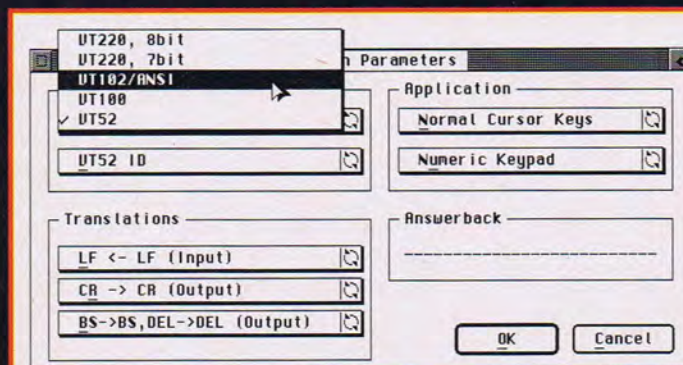
Ooooh! Downloading time!

File transfers in *CoNnect* are handled both internally and externally. The internal protocols are fast and run in windows too. *CoNnect* is able to support the fine shareware program *GSZRZ*, and will happily communicate with it as an accessory. *GSZRZ* is marginally faster than *CoNnect*'s own protocols, and is fast becoming the yardstick by

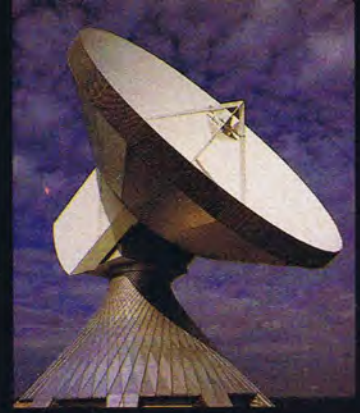
which file transfer programs are measured. Protocols available include the usual X, Y and Z-Modem as well as the CompuServe-specific B and B+. In use the transfers performed admirably, with excellent transmission speeds on both low and high speed modems.

CoNnect has a script language too, called *CoSHy*. Actually, it's much more than that – it's a full command line interpreter capable of running batch-files on or off-line, as well as handling your log-on procedure automatically. A dynamic 'learn' function takes the pain out of script creation, as your every action is recorded and stored for use as a script. This is brilliant, and much easier than wading through a manual just to create a simple log-on script.

Speaking of manuals, you can leave *CoNnect*'s on the shelf. An on-line help system is provided in a hypertext style – clicking on highlighted words looks up the entry for you. A full index is provided for checking individual commands, and the help system is context-sensitive – pressing [Help] will bring



■ Choosing options in a dialog is easy, thanks to *CoNnect*'s intuitive use of pop-ups. All possible options are there for you to choose from.



■ Even in colour, *CoNnect*'s superb emulations are up among the fastest we've ever seen on a standard ST. Capture buffers can even store the colour codes, which means you can swipe someone else's on-line graphics.



■ *CoNnect* has been designed with multitasking systems in mind, and makes long downloads bearable. You can just nip off to do something else.

up the relevant page, depending on where you are in the program.

If you have a ZyXEL voice-capable modem, *CoNnect* is also able to act as a 'voice-mail' system, like a digital answering machine based around your Atari – one of the few pieces of software in English that currently does it.

If you're after a fast Terminal with excellent ANSI emulation, or you multitask a lot (as it were), then *CoNnect* is for you. The great help system means that you'll soon be navigating cyberspace without endless hassles, and the sheer speed of it is hard to beat. It has more features than you can shake a wet kipper at, and comes highly recommended.

FRANK CHARLTON

CoNnect 2.46

£29.95 System Solutions
☎ 01753 832212

Highs

- Rip-snortingly fast
- Built-in CLI
- Superb hypertext 'help'

Lows

- Er, we're thinking...

What else?

- Flash 2.2 (see review facing page)
- STalker 3 £39.99
- COMPO ☎ 01487 773582

85%

Flash 2

ConNect was pretty impressive, but can *Flash* beat it? Can comms software really get much better?

One of the best comms packages from the STs infancy was the legendary *Flash* from Antic Publishing. It's now received a long-overdue update - *Flash 2*. Australian programmers Sunsoft secured the rights to the name, and re-wrote the ST conversion of their 8-bit program *MegaTerm Professional* to incorporate features from the original *Flash*. The result is a modern and streamlined terminal program, which still manages to be compatible with the old favourite.

Flash 2 comes on a single disk, which needs to be registered before you use it, and a custom program takes care of everything for you. The manual is easy to follow, and written with a fair amount of humour. Even if you're a complete comms novice, the helpful sections on modem configuration and use will help you without bogging you down in technical jargon.

Flash 2 has two main screens: Editor and Terminal. The Editor is well-featured, with word wrap, and also captures a permanent copy of your on-line sessions. You can use it to compose messages off-line, and either sections of text or the whole buffer can be uploaded later. The capture buffer stores all control codes, so ANSI or VT52 graphics can be replayed later using the

■ There's even a fully-featured Editor for composing your witty and scathing message replies.



'Review' function, which plays back your sessions for you as if you were on-line.

The Terminal screen is where you interact with the remote modem. Unlike some programs, it isn't in a GEM window, and isn't happy about running under a multitasking environment either - the forthcoming version 2.3 will run in a window and multitask properly.

Flash 2 offers a healthy selection of terminal emulations, with CompuServe's Vidtex sitting alongside the more standard ANSI, VT52, VT100, VT101, VT102 and VT300. The options available for configuring the terminal are the best we've seen in any comms software. Terminal speed at higher baud rates is respectable

but not blistering. The emulations perform well, with the exception of PC-ANSI, which suffers from a lack of speed when displaying complex ANSI graphics. RS232 options also enable you to configure the serial port to suit your modem, and the extra ports on the Mega STE and TT can be used.

Up to 40 phone numbers are stored in each auto-dialler file, and you can change files on the fly to access more numbers. Each entry is separately configurable, and it will even keep track of call costs, how long you spend on-line, and how many files you've transferred.

File Troughing Ahoy!

Jurassic's Law states that the first thing a new user on a BBS will do is head for the file sections and download lots of juicy PD. *Flash 2* offers an excellent selection of file transfer protocols, with rarities like SEALink, Kermit, WXModem and

■ The Terminal screen is fairly basic, but fast and easy to follow.

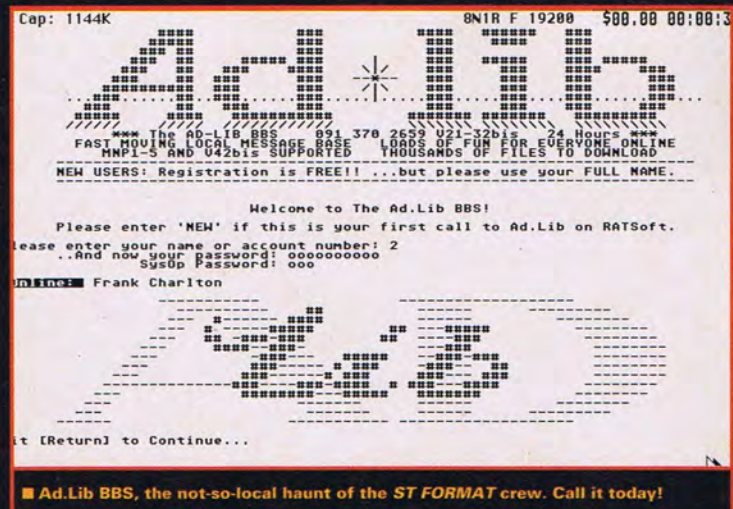
Modem7 sat alongside the usual X,Y and Z-Modem. CompuServe users also get the benefit of their own CIS B+ protocol. Transfers are handled internally rather than with a separate program, and we couldn't get them to misbehave no matter how hard we tried. An Auto folder program called *Silent Line* enables file transfers to work in the background, and operates with all protocols except Z-Modem and CIS B+. You can even quit *Flash 2* after starting the transfer and come back when it's finished.

In the Script

One of the favourite features of *Flash* was its comprehensive and powerful scripting language, where you could write scripts to carry out repetitive tasks automatically. The most obvious use is to automate the log-on procedure for your favourite BBS, but *Flash 2* offers much more. The script language is almost a version of BASIC, and you can use variables to store responses and even use GEM Alert Boxes during a script. The scripts are even powerful enough for you to write a simple BBS system.

While *Flash 2* may not be as pretty as some terminals, it's very stable in use. The sheer number of options available might seem intimidating, but the manual explains everything sensibly. *Flash 2* is ideal for beginners, yet powerful enough for hardened data-surfers. Future support looks excellent, and you won't grow out of this one in a hurry.

FRANK CHARLTON



■ Ad.Lib BBS, the not-so-local haunt of the ST FORMAT crew. Call it today!

Flash 2

US \$49.95, 354 N Winston Drive, Palatine, Illinois, 60067-4132, USA

Highs

- Fast background transfers
- Powerful scripting language
- Excellent manual

Lows

- Slow ANSI emulation

What else?

- CoNnect 2.46 (see review on facing page)
- STalker 3 £39.99 COMPO ☎ 01487 773582

83%

Modem Round-up

Modems. Without them the Net wouldn't exist. Which one's best for your ST?

You've read our extensive guide to the world of telecommunications, and now you want to get on-line. To do that, you'll need a little box to help your ST talk down a telephone line. If you're looking for a modem, then, here are a few little boxes to consider.

Supra FaxModem V32BIS

FIRST CHOICE COMPUTERS

☎ 01132 319444

PRICE: £178.60

ORIGINAL RATING: 93%

A slightly expensive option, this modem works at speeds of up to 14,400 baud, but it has built-in compression, effectively giving rates of up to 57,600 bits per second. It also features fully automatic speed adjustment (it automatically finds the highest speed of the other modem). With less in the way of flashing lights than the rest, it doesn't look quite as good in a darkened room, though. It also veers away from Hayes standards in places, which can be a problem.

STF RATING: 90%

Supra 2400

FIRST CHOICE COMPUTERS

☎ 01132 319444

PRICE: £58.75

ORIGINAL RATING: 90%

You might not want to send faxes. You might not want to transfer huge amounts of data. You might not want to run a bulletin board or



even let your modem have the free run of a separate phone line. If you just want to occasionally call a local board and pick up your Fidonet mail or something, you might find this appropriate. With very few features it's a perfect, cheap introduction to comms.

STF RATING: 92%

Best Smart One Fax Modem

HCS ☎ 0181 777 0751

PRICE: £139.99

ORIGINAL RATING: 82%

This is another cheap 'n' cheerful modem in speed terms – it goes as high as 2,400 baud and stops there. However, this is a modem with a 9,600 baud fax system, making it the obvious and cheapest choice if you're primarily concerned with sending and receiving faxes with their ST. With the right software, this modem can perform miracles with faxes. The option for turning them into bread and fish may be especially useful.

STF RATING: 85%

Best 2400 Smart One

HCS ☎ 081 777 0751

PRINT: £59.95

ORIGINAL RATING: 77%

The final one in the run of cheap 'n' cheerful modems, the Best



■ The Supra modem range was one of the first modems to achieve the high speeds we're used to today.

■ That's one way to sell a modem – call it 'best one' or 'buy this now'. It's a sales technique that can't fail.

2400 Smart One is the fax version without the fax facility. Given that, its price does reflect the lack of features inside the box. Whereas other modems have full, automatic compression and error handling, the Best 2400 Smart One doesn't. However, the price seems low enough to make this a good modem if you're only planning to use it occasionally. If you don't want to splash out massive amounts of cash on



WHAT TO LOOK FOR

The thing about boxes like modems is that they're incredibly difficult to rate. Some people would never use a modem that ran below 9,600 baud, whereas others are happy to trundle around at 2,400 and don't particularly

want to shift huge amounts of data around. Some people really like the sound of fax facilities, while others find no real point in the exercise. It all comes down to what you want from a modem. A few points to consider:

Speed – if you don't think you're ever going to need a stupidly fast modem, don't buy one. The faster these boxes get, the more they cost and that extra money could be needless expense for a few daily minutes of e-mail collection. If you want to push software around though, you'll need 9,600 or more – anything slower is just silly.

Fax – do you want fax facilities? For a feature that can add extra figures on to modem prices, you might like to consider going without – faxes are impersonal, horrible things anyway. If you don't ever want to deal with faxes from your ST, do not get a fax modem.

Clever bits – modems also come with auto-answer, auto-speed selection, and lots of other extra, potentially pointless features. If you plan to run a bulletin board or anything else that requires a powerful modem these features are essential, but for a normal user, they're not at all necessary, simply adding to the final price.

■ Buy yourself a modem and you too can make use of these big, expensive, err, things.

anything more sophisticated, this should last you. You may find yourself getting weighed down with it after a while, though.

STF RATING: 85%

Ladbroke FaxModem

LADBROKE COMPUTING

☎ 0772 203166

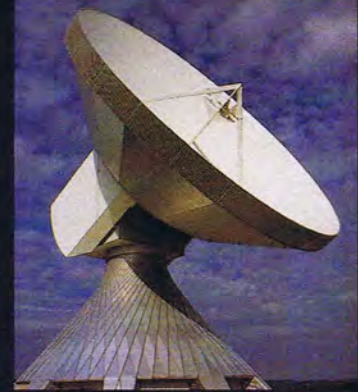
PRICE: £159.99

ORIGINAL RATING: 85%

Now we're getting there. Reviewed last month, the Ladbroke modem has just about any ability you'd expect from a modem, up to the minute, jet-setting modem. It has a fax facility, and a variable speed modem system, working with Hayes commands for total compatibility. Lots of wink lights indicate when it's doing things like auto-dialling, auto-answering, waiting, sending and receiving – functions that it performs admirably. And comes in a tasteful black box with lots of ridges. Compared to the other modems reviewed here, the Ladbroke model gains a mark or two, partly due to the price.

STF RATING: 90%

■ The Ladbroke faxmodem, a fast and powerful piece of kit to be sure.



SpeedCOM FaxModem

There's a new modem on the loose, from Siren Software. But haven't we seen this somewhere before?

Déjà vu is a funny thing indeed, readers. Just when you think you're happily trundling through time in a linear, day to day fashion, you go through a sequence of events that you're sure you've experienced before. Some say it's a leftover from our underexplored clairvoyant side, while others attribute the phenomena to temporary synaptic spasms. Personally, I think it's all to do with branding.

Last month, I reviewed a modem from Ladbroke Computing, a high-speed faxmodem, capable of so many bits per second, etc, blah blah. This month, I was pleased to see another modem available for review, this time from

Siren software. When the box arrived on my desk, I eagerly slid the cardboard away to reveal yet another compact, black box, this time swapping sharp edges for smooth curves. Looking at the front of the modem, I noticed something familiar about the arrangement of lights on the front panel, the location of the control button and the arrangement of the plugs on the back. I noticed something familiar about the specifications, about the manual, and about the packaging. And then I realised - only the colours have been changed.

It's exactly the same. It's all exactly the same. This is the Ladbroke modem in a slightly different case. This is the modem that's

quite obviously being sold in more forms than baked beans.

In fact, the only way in which Siren have deviated from the norm is in offering three different versions, starting at the SpeedCOM+B, through +Et and finishing at the +Bf. For the basic, 14,400 bps model you know and love, the specs are the same as those in last month's Ladbroke review. As the modems themselves get faster, just increase the speed figures.

If possible, could any hardware companies reading this please make sure all releases are repackaged versions of previous releases. It'd make my life so much easier. Thank you.

SIMON FORRESTER



Give them a little credit, though - the box does look slightly different. Same circuit, though.

SpeedCOM

£139.99 Siren Software
☎ 0161 796 5279

Highs

- It's a damned good modem for its price.
- With a fax thingy on the back.

Lows

- You'll spend huge amounts of cash, even after you've bought it...
- ...but you'll increase your software collection massively for free
- Guess I'll never learn

What else?

- The Ladbroke version?

85%

YUP, IT'S JARGONBUSTERS

Jargon can be a horrible thing. If you're baffled by some of the words, phrases or terms you've heard during this whole 'Surfing the Internet' type thing, look no further - the *ST FORMAT* phrase book is here. How to get around the Internet without people thinking you're a complete idiot.

Address - Either the address of a user of a system (such as an e-mail address) or the address of a site on the Internet.

Analogue loopback - a self-test mode for modems, testing frequency.

ANSI - American National Standards Institute, responsible not only for ANSI codes but for a few other standards of data exchange.

Arc - The verb meaning to create a compressed archive of any files.

Archie - A system for finding publicly available files over the Internet.

Area - A message area, as found on echomail systems like Fidonet.

ARPAnet - The network the original Internet was born from.

ASCII - American Standard Code for Information Interchange. The system of assigning codes to characters as a way of numerically storing text, employed by computers since the dawn of man.

Baud - A speed rating for modems referring to data bits per second (though not always, but it's all very confusing, really).

BBS - Bulletin Board System.

Blancmange - Jill likes this word.

Bounce - An e-mail's return, on failing to deliver.

Bridge - A system connecting networks and managing data packets between them.

Buffer - An area of memory used to store information before it's saved.

Carrier - The actual signal passed between telecommunications signal, though used mainly to refer to the live phone tone.

CIM - CompuServe Information Manager, which is the official off-line reader and navigator for CompuServe.

CIX - Compulink Information eXchange, the largest conferencing system in the UK.

Conference - Subject-specific message area or forum on a system such as CIX.

CPS - Characters per second.

Crash - System failure.

CRC - Cyclic Redundancy Checking. It's error detection, basically.

Demon - A program that sits on a system, waiting to perform a specific task.

DARPA - The people responsible for ARPAnet.

Data compression - The art of shrinking files to make them easier to transfer, to be expanded (decompressed) at the other end, when they need to be used.

DNS - The Internet system for converting names into numerical addresses.

Down - Not working.

Download - Transfer a file from an on-line system to your own computer.

Duplex - The communications system capable of carrying a signal in both directions.

e-mail - Electronic mail, sent across the Net.

Ethernet - A local area network (LAN).

EUNET - European Unix Network.

Fidonet - Worldwide bulletin board network.

Flame - An abusive or personal attack on the sender of a message.

Forum - CompuServe message area.

Frame - Full block of data, complete with headers, etc.

FRq - File request.

FTP - File Transfer Protocol is a system of defining how files are to be transferred.

Gateway - A system for transferring data between two incompatible networks.

Gopher - Internet exploration software.

Hacker - Someone who explores the areas of computer systems that you're not supposed to be able to get to.

Handshaking - The process of two computers swapping synchronisation timing to keep them timed together correctly.

Hayes - A language for communicating to your own modem, before you even think about making a call.

Header - The chunk of a data packet that defines where the packet's going, how large the packet is, that sort of thing.

Internet - Worldwide network of computer networks. Absolutely everything, basically.

JANET - The Joint Academic Network, linking colleges, etc, across the UK.

JUNET - Japanese UNIX NETWORK.

Kermit - A file transfer protocol with a silly name.

Kill file - A file containing a list of names, whose e-mails and messages will be erased, unread.

LAN - Local area network, a network servicing a small area.

Leased line - A permanent connection between two sites.

Line Noise - Interference on the phone line, causing corrupted data.

Lurker - Someone who listens, watches, learns, but never contributes.

Mailing list - A discussion group who's messages are distributed by e-mail.

MHS - Message handling system.

Modem - MOdulator/DEModulator. It's the box that connects your computer to the phone line so you can do all this stuff in the first place.

Moderator - Someone who watches over a message area.

MUD - Multi-User Dungeon, an online text adventure for several players at once.

Node - A computer attached to a network.

Nodelist - A list of Fidonet nodes.

Null modem - A cable that pretends to be two modems linked together, usually used with RS232 interfaces.

Off-line - Not connected to any systems.

Off-line reader - A program enabling you to read mail, etc, while not connected to a system, having downloaded it earlier.

Packet - A chunk of data.

Phreaking - Messing around with the phone system to get free calls, or generally mess things up.

Post - Send a message of some kind.

Protocol - Standards relating to information

interchange between machines.

Public Domain - Freely copyable software, that's copyrighted.

QWK - A system of packing mail into bundles to be read off-line. Used mainly on Fidonet boards.

ROT-13 - An encryption system occasionally used on USENET messages.

Service provider - A company offering connections to the Internet or a part of it. Shareware - Software you can try before you buy.

Smiley - A face, created from ASCII characters, such as :) etc.

Snail Mail - Normal, boring, smelly old surface post. You know, the Post Office.

Sysop - The System Operator, in charge of a bulletin board.

TCP - A transfer protocol on which the Internet is based.

TLA - Three letter acronym, such as PDO, PDF, ASAP (four's fine, too).

Topic - A subdivision of a conference.

UNIX - A common operating system on the Internet.

Upload - Send a file to a remote computer.

WAIS - Wide Area Information Servers are used for searching databases across the country.

World Wide Web - A hypertext-based information and resource system for the Internet.

Zip - A file compression system, otherwise known as PKZip.

Hard Drive round-up



You're ready to scour BBSs and the Internet for the very best ST software, but where are you going to keep all the data you drag back? On a hard drive!

MiniS Tower Drives

SYSTEM SOLUTIONS

01753 832212

ST 120MBYTES - £289

FALCON 120MBYTES - £249

There's not much you can really say about hard drives, but the MiniS tower drive lends itself to description the best, being not only fast and reliable, but the wrong way up. No more hassle fitting all those boxes on your desk - they're beginning to take up much less space. As well as being nicely designed and built, these aren't too expensive, which makes them a good choice.

STF RATING: 93%

Protar Series 2

ANALOGIC COMPUTERS

0181 546 9575

120MBytes - £299.95

240MBytes - £449.95

Built for the serious power freak, these drives come with through ports for chaining more hard drives on to the machine at once. With room in the case for you add another drive or whatever (and probably damage things), they're handy things to have. But you might feel a little let down by the driver software.

STF RATING: 92%



DEMON AND SPEEDCOM COMPO

name and address and send it to: Demon/SpeedCOM compo, ST FORMAT, 30 Monmouth Street, Bath, Avon, BA1 2BW by 13 December 1994. Tough it ain't.

Gasteiner Drives

GASTEINER 0181 3456000

TT/FALCON 170MBytes - £259

ST 170MBytes - £299

Witness, reader, the classic struggle of hard and software portrayed in this humble hard drive. The drive is well-built, fast and efficient, sitting in an upright case to make life on the Desktop easier, struggling to work while being dragged down by not-so-good software. The drive itself is a masterpiece, though.

STF RATING: 91%



ICD FaST Drives

FIRST COMPUTER CENTRE

01532 319444

52MBytes - £339.99

2GBytes - £1,345.99

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The background is a complex collage. At the top, a purple circuit board with intricate silver traces is visible. Below it, a portion of a keyboard is shown with keys labeled F11, F12, F13, F, G, H, \$ 4, % 5, and D. A hand is seen at the bottom, typing on keys labeled F5, O, W, E, and R. The overall aesthetic is technical and digital, with a mix of purple, blue, and metallic tones.

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THE CONTENDERS

CONTENDER:

Protext v6.5

PURSE: £74.95

MANAGER: Arnor

☎ 01733 68909

LAST FIGHT: STF 63, 85 POINTS

In the Red corner, it's *Protext 6.5*. This dangerous old British pro from Peterborough has been around for ten years or so, and is content to slug it out on his own, largely non-graphical terms. He knows every textual trick in the book and is unusually fluent, with a huge dictionary and well-developed thesaurus. Having started his career so long ago, his style is rather spartan – none of those fancy on-screen fonts

for him. But he packs a powerful punch, and is fast on his feet. His image has been updated by manager Arnor lately, and he's even adopted a couple of limited graphical moves from his newer competitors. But he doesn't go along with all that windows or GEM malarky, it slows him down too much, he says. Although he's always won Gold in his previous fights, version 6.5 scored 85%. *Protext* is actually the favourite among many ST journalists who have grown to love him over the years, and at £74.95 is the cheapest of the three. But is he getting tired and stale?



■ They don't come older, meaner or more powerful than *Protext 6.5*. Beware his simple and somewhat unattractive appearance – he's no one's fool and, when cornered, can produce excellent results.

CONTENDER:

That's Write 3

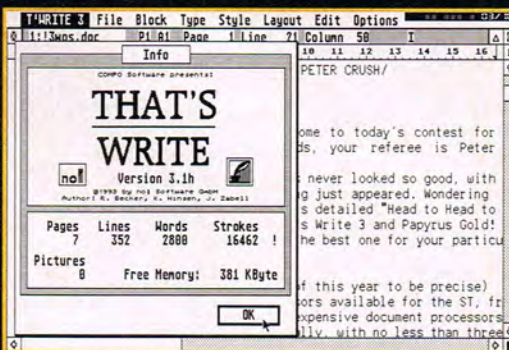
PURSE: £129

MANAGER: COMPO

☎ 01487 773582

LAST FIGHT: STF 63, 91 POINTS

In the Blue corner is *That's Write 3*, who hasn't been around as long as *Protext*, but isn't a newcomer either. Owing to his good all-round performance, this chap has become popular. He has that smooth continental flair, but is living near Cambridge now and speaking perfect English. Manager COMPO is gradually building him up, and sees a long career in front



■ Masquerading as a Mac lookalike, *That's Write 3* is a real smoothie. He's a traditional text-puncher on the face of it, but with all that fancy footwork he often out-manoeuvres many of the old school.

of him. A nice looking fellow, *That's Write 3* has a talent for exhibiting pictures, and can write in many a delicate hand while you watch. His favourite ploy is being able to

smack you in the face with any SpeedoGDOS font you want – with no extra purchase needed! At £129 his purse is heavier than *Protext's*, but he's prettier, although he lacks a thesaurus. He impressed the judges with a recent 91 point win in STF 63, but is he a match for the third even newer boy?

The word processing scene for the ST has never looked so good, with three major releases - *Protext 6.5*, *That's Write 3* and *Papyrus Gold* - having just appeared at once. But which one's for you? Peter Crush presides over the big fight.

Now it wasn't long ago (back in issue 60, in fact) that *ST FORMAT* looked at all the word processors available for the ST, from cheap public domain packages to expensive document processors. Since then things have moved dramatically, with three major new packages hitting the market: *Protext 6.5*, *That's Write 3* and *Papyrus Gold*, all reviewed in issue 63. Forget simple text processing – these three are all powerful, top of the range

programs – in fact they're more correctly referred to as 'document processors'. All of them can work with multiple fonts and pictures to give you almost desktop publishing power, but if you intend to fork out a hundred notes or more you want to know who boxes clever.

"You'll need plenty of RAM, possibly a hard drive, and a decent inkjet or laser printer if you want to obtain the best results"

Who needs a document processor?

If all you ever do is write the odd letter, a simple, inexpensive PD program like *1st Word* is all you

need. This happily drives a cheap dot matrix printer, and is fine for the average user. If however you have pretensions of grandeur, and want to produce more impressive illustrated documents like brochures, fanzines, or even books, you need something more capable. That's where a document processor comes in handy, but bear in mind that you'll also need plenty of RAM in your ST, possibly a hard drive, and a decent inkjet or laser printer if you want to obtain the best results. The output quality obtainable now (especially with the advent of SpeedoGDOS 5, reviewed in issue 63) is quite stunning, and if you're after professional standards, a DP is for you.

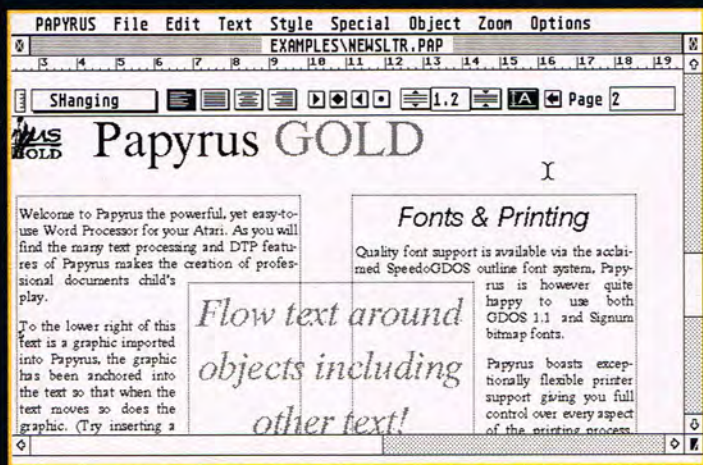
WORD

CONTENDER: Papyrus Gold

PURSE: £129.95
MANAGER: HiSoft/AVR
☎ 01525 718181
LAST FIGHT: STF 63, 91 POINTS

In the er.. Gold corner, *Papyrus*, the new kid on the block, who appeared from out of the blue after a short advertising campaign. He crashed in and won a superb 91 points on his first appearance in STF 63. If you want him in your ring you need to be one of the big boys yourself. Unless you can boast at least 2MBytes of RAM and

are equipped with SpeedoGDOS he's really not interested. He's now in the HiSoft stable, speaking faultless English like his bosses. *Papyrus*' instant display of sophistication is a revelation in such a new contender, and he outshines even *That's Write 3* in the presentation stakes, being a dab hand at all kinds of semi-DTP tricks and the most highly charged graphical contestant. On the other hand, he's lacking in the thesaurus department, like *That's Write 3*. He's certainly not cheap to book, at almost £130 plus £30 for SpeedoGDOS, but he's quite a crowd pleaser and a force to be reckoned with.



■ *Papyrus Gold* – flashy, expensive, brand new and damn good. All that gold might look vulgar on most youngsters, but he manages to carry it off. Trouble is he only spars with those big boy ST power users.

Let battle commence

OK, enough boxing metaphors. But it's a tough market out there for new word processors, and it's hard to choose the best one. We've put the three through a series of tests, directly comparing and contrasting our champions.

ROUND 1

System requirements and setting up

The first consideration is whether your ST setup can satisfy the system requirements needed to operate the software, and how easy each program is to get up and running. *Protext 6.5* only requires 1MByte of RAM, either a colour or mono monitor, and a double-sided disk drive. There's no need for loads of spare memory for fonts – *Protext* only uses the fonts already resident in your printer, and a hard drive isn't essential. *That's Write 3* also only needs 1MByte, but will suffer if you utilise lots of memory-hungry fonts. *That's Write 3* works happily on a colour or mono screen, and although it will exist on a floppy

drive system, it really needs a hard drive to perform properly. *Papyrus Gold* is the most demanding program – it only works on a mono display, needs 2MBytes of RAM and, because it requires SpeedoGDOS, it more or less dictates that you have a hard drive too, although it will (just about) work on a twin d/s floppy drive setup.

All three programs run beautifully on a Falcon, looking smarter on your monitor, although final output quality isn't any better than that produced by an ST. Setting up all three is fairly straightforward – each has its own installation program, which takes care of everything for you, and good user manuals are provided.

ROUND 2

Processing the words

What do these programs actually do? What is their word processing prowess like? What about their dictionary and thesaurus features?

Protext can do just about anything you want with words, enabling you to hold up to 36

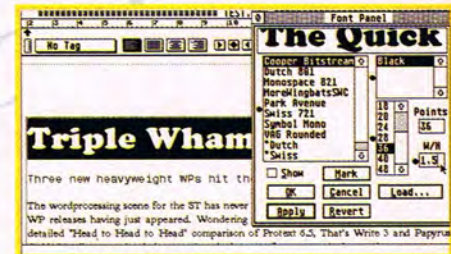
documents in memory at once and cut and paste text between them. *Protext*'s spelling and thesaurus facilities are the most comprehensive, and you can edit your own user dictionary from within the program as well as using its massive standard dictionaries, including legal and medical supplements.

That's Write 3 can simultaneously handle nine documents, each in its own enhanced GEM window. It boasts a reasonably good dictionary, which works in a user-friendly manner and, like *Protext*, can auto-correct as you type. Shame there's no thesaurus, although promised future versions of the software may include this.

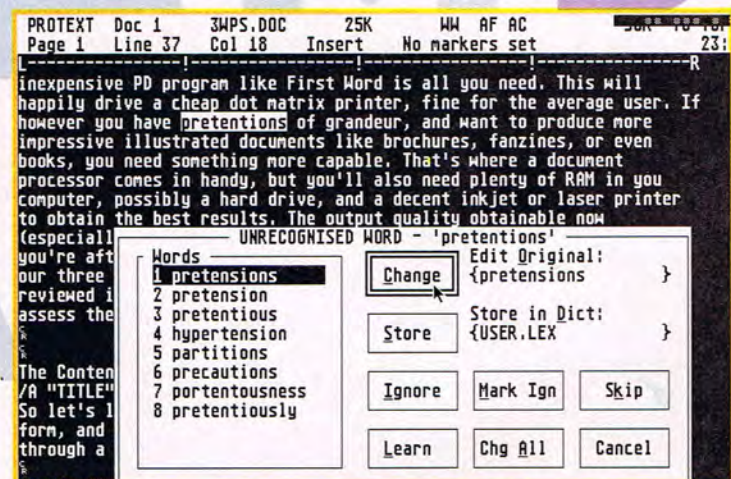
Papyrus Gold can operate with up to six documents in its GEM windows at any one time, and its dictionary contains all the usual features. *Papyrus*, however, lacks a thesaurus, which keeps *Protext* well ahead on points in the pure text-handling stakes, important if you use your WP for really serious writing. Each program imports text from other sources like *1st Word*, ASCII and RTF, *Protext* being the most capable.

documents in memory at once and cut and paste text between them. *Protext*'s spelling and thesaurus facilities are the most comprehensive, and you can edit your own user dictionary from within the program as well as using its massive standard dictionaries, including legal and medical supplements.

That's Write 3 is a different kettle of fonts, and shows a proper on-screen version of your text as you type. The fourteen Speedo fonts provided can be printed out at any size up to two inches, no matter what printer you have, and there are plenty of extras available. *TW3* is able to utilise Speedo fonts without needing SpeedoGDOS, a bonus if money is tight.



■ Speedo fonts easily can be selected using *Papyrus*, and, uniquely, the width of the chosen text can be adjusted independently of its height. Very smart and DTP-like, that.



■ Make sure you always spell-check your work. Teachers knock marks off for bad spelling at school and college nowadays. And anyway, you don't wanna look like an ignorant oaf, do ya?

ROUND 3

Knowledge of all fonts

All WPs and DPs can handle straight text to a greater or lesser extent. But what about the way they present it, utilising alternative fonts to jazz things up?

Protext cannot use any fonts unless they're already available on your printer, not much good if you only have a cheap dot matrix, but great if you've got a laser printer with scalable fonts. On screen *Protext* shows all text in the ST's system

Papyrus is also WYSIWYG and can use any Speedo, GEM or Signum fonts, both on screen and on the printed page. You will however need version 4.2 of SpeedoGDOS to access Speedo fonts – it's available from HiSoft for £30 if purchased with *Papyrus*. The ability to compose and view documents as they will look when printed is obviously a great advantage, and *Protext* suffers here, although its printed output is just as good.

ROUND 4

Colour and pictures

Protext may look dull but can actually be surprisingly bright. With a colour printer like an HP DeskJet 560C you can have multicoloured

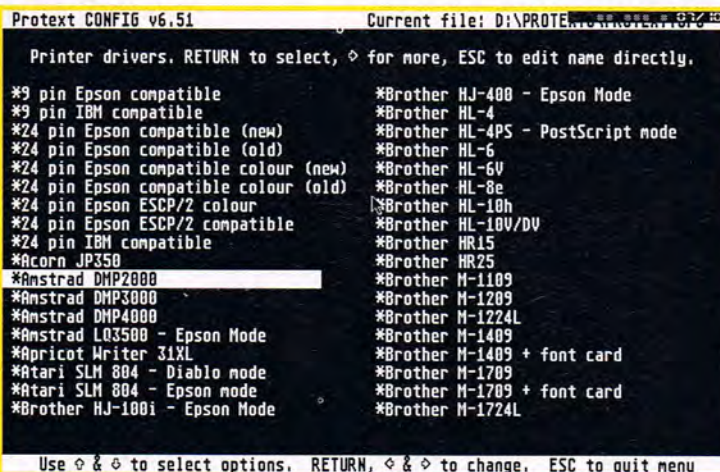
COMPARISON TABLE

Program	Protext v6.5	That's Write 3	Papyrus Gold
Price	£74.95	£129	£129.95
Minimum RAM	1MByte	1MByte	2MBytes
ST resolution	High, Medium	High, Medium	High only
Needs Speedo?	Definitely not	Nope	Really does
Hard drive	Optional	Recommended	Almost essential
Runs on Falcon	Yes	Yes	Yes
Spell-checker	Yes	Yes	Yes
Thesaurus	Yes	No	No
Fonts used	Printer's fonts	Speedo fonts	Speedo, GEM, Signum
Colour text	Yes	No	Yes
Import images	Colour & mono	Mono IMG only	Mono formats only
Printer drivers	All embracing	Good range	SpeedoGDOS drivers
Ease of use	7/10	8/10	9/10
Test print time	3mins, 35secs	2mins, 10secs	2mins, 18secs

text (if that's what turns you on) and pictures in a number of colour formats can be imported and used in your documents, albeit dithered into mono.

TW3 doesn't offer coloured text at all, and because it only imports IMG pictures you'll also have to stay in the monochrome domain for pics. Although you might only currently use your word processor for black and white pages, this is changing fast, and you may want to plan ahead for the day you get a colour printer.

Papyrus Gold offers text in nine colours, although you can't see them on screen, because the program only runs in mono on your ST! Papyrus doesn't handle colour images at all, like the other two, but expect better colour support from all three packages in future releases. If you own a Falcon, Protext and Papyrus show you much more colour text information, while with TW3 everything is still mono, and it just shows the dialogs in nicer colours. Things are never quite as simple (or colourful) as you'd like them to be!



■ The number of printer drivers available in Protext is truly breathtaking - this is just the As and Bs. You should find your own, however obscure the machine.

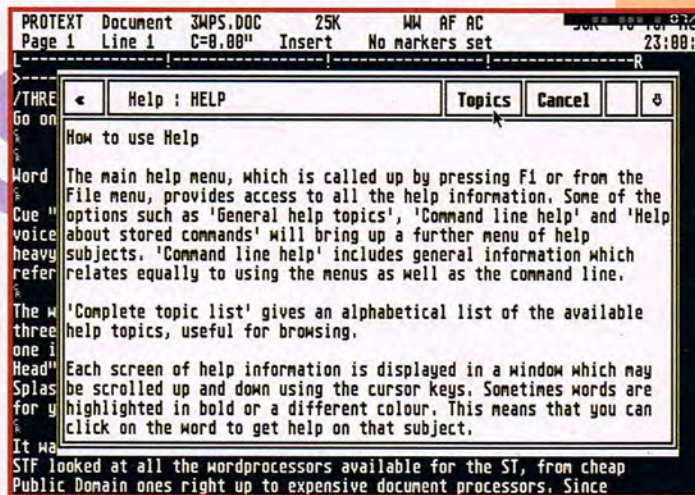
vers built in, and it's easy to switch printer drivers. Protext needs this strength because it can only use the fonts and capabilities built into your printer.

In contrast, TW3 has a smaller range of printer drivers - you just specify which one you want during the installation process. Because TW3 produces most of its output graphically rather than by using your printer's inbuilt fonts, the generic printer drivers included are suitable for almost any

■ Importing a picture into That's Write 3 is dead simple, and you can move it about and resize it with ease. You can even type text either side of it, with a lot of fiddling about.

machine from 9-pin dot matrix to inkjets and laser printers.

The same is true for Papyrus, which uses an included set of SpeedoGDOS printer drivers. Either way, there's no worries with all three programs, and each publisher is good at providing support as new printers appear.



■ Need help? Protext can deliver it, on-line, on-screen, on demand.

point sizes and fonts for effect. To do this we used a standard STFM, coupled to a Protar hard drive, and to obtain optimum output quality a Hewlett Packard LaserJet 4 at 300 dots per inch.

Protext's skills in handling text and scalable printer fonts meant it had no trouble with the words, but bear in mind that you can't produce such large headlines if you own a simple dot matrix or inkjet printer (unlike TW3 or Papyrus). Protext has only just had its graphical abilities bolted on, but these performed well. You import the graphics using a dialog box, specifying the position on page and size of the picture in inches or cms - which is easier than it sounds and makes for exact layouts. To see the resulting appearance of the page before printing, use the Preview feature, which isn't bad for what is basically a traditional text-based program. There is no way at present to flow text around the pictures. Printing out the test page from Protext was the slowest of the three, owing to the graphics - it's much faster when printing text.

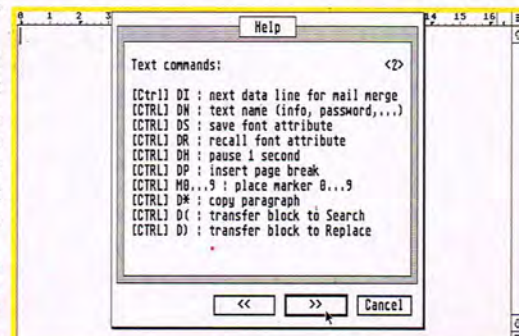
■ All three are superb packages, and excel in different areas

ROUND 6

The showdown
How do all the individual features come together? How fast and easy to use are our three document processors, and what do the results look like? To evaluate this we used each program to produce the same dummy magazine page, complete with heading, subheading, body text and graphics. This also illustrates how you could use the software to produce different documents - straight text-based output (an article or essay), illustrated reports or brochures including text and graphics, or even more complicated semi-DTP type pages using multiple fonts and styles.

We imported the same ASCII text into each package, plus the same three screenshots, then restyled the text using the same

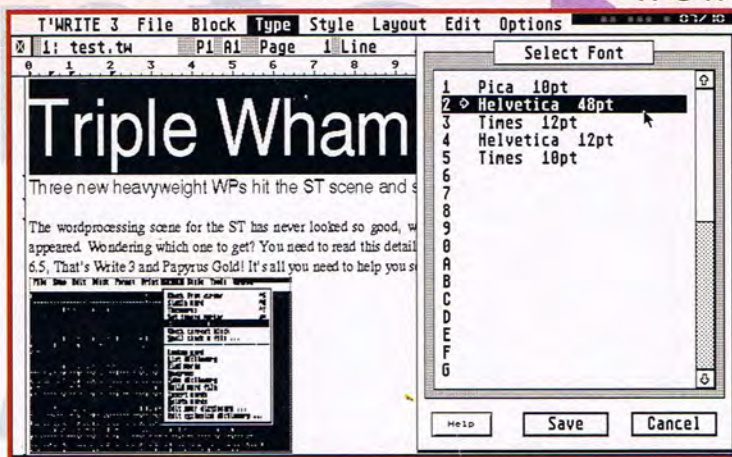
■ That's Write 3's Help feature is a little less detailed than Protext's.



ROUND 5

At the printers

A vital consideration is how easily your document can be printed, as well as the thorny question of printer drivers. Protext has literally hundreds of separate printer dri-



■ Changing the font styling is darn easy using *That's Write 3*.

images are also visible on screen. There is a Page Preview feature that shows the full page layout in a mini GEM window – useful for viewing the overall effect of your design. Moving images around on screen is easy compared with *Protext* – just drag them with the mouse pointer. Changing the size of the picture is possible by dragging the corner of the pic, and you instantly see the result. However, as with *Protext* there is no easy

method of flowing text around pictures. In use *TW3* is slightly more friendly than *Protext*, and it had the shortest printing time.

Papyrus, however, gives the other two a bashing. Not only is it the easiest to use, the screen displays are fast and the interface slick and intuitive. Its 'non-modal dialogs' enable you to try new settings quickly, leaving the dialog box on screen in case you make further amendments. The most modern looking program of the group, you just can't help liking the

UPGRADE YOURSELF

If you lack the readies to buy your chosen package don't despair - there may be a more affordable way. The following upgrade bargains are on offer, but check with each publisher for the exact details - you normally have to return master disks, for example.

Protext 6.5 only costs £74.95 now, thanks to a recent price cut. If you have v6.0 you can upgrade for £29.95, from v5 it's £39.95 and from v4.3 it's £49.95 to upgrade. And the cost new of

v4.3 itself is now only £29.95 – a veritable bargain.

That's Write 3 costs £129, but if you have v2 an upgrade is just £35. If you have the original *That's Write* then it's £64.99 to upgrade. The upgrade from v2 is excellent value for the extra features it offers.

Papyrus Gold is the dearest of them all, but if you have *Time-works Publisher 2*, *Calligrapher*, *Calligrapher Gold* or *Wordflair 2* you can upgrade to *Papyrus* for just £89.95. Cover Disks of these programs are not accepted for trade-in.

way it all works. Reformatting text is dead simple, using a Mac-like ruler control, and to select a block of text you merely double-click within it. It is also the only program of the three that enables text runaround, which improved the layout of our test document immensely – just take a look for

yourself. Not only that, *Papyrus* enables you to zoom in and out of your page to view it. It's almost like real desktop publishing software, but quicker, and the printing time was only marginally slower than *That's Write 3*.

Make your mind up time

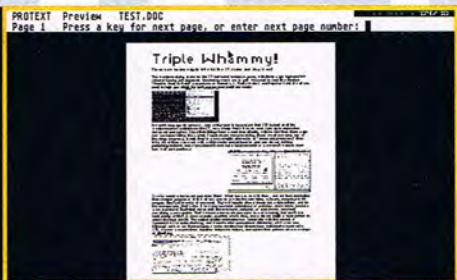
If you intend to use your WP for formal, business or purely textual purposes, *Protext* is ideal – it's tremendous value for money, has the best dictionary and thesaurus facilities, runs on a modest ST system and yet is extremely powerful. No doubt Arnor's continuing development of *Protext* will gradually introduce more graphical abilities in time.

That's Write 3 is a solid product, has a good turn of speed and gives you an instant WYSIWYG display. There are plenty of powerful WP features built in, and if you want a word processor with graphical abilities it may be just what you're looking for. Its use of Speedo fonts without SpeedoGDOS is ideal if you lack memory and money, and it's slightly easier to use than *Protext*. And if you have a modest printer it can deliver good results and multiple fonts where *Protext* can't.

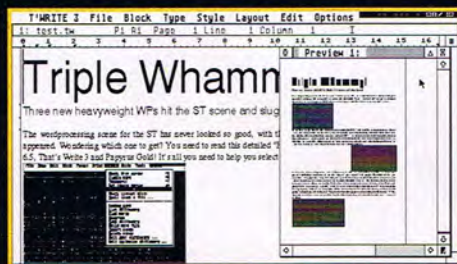
Papyrus is the hottest of the three in terms of presentational power – it really does set a new standard in ST software. But you are looking at £160 for *Papyrus* itself plus SpeedoGDOS, and you need plenty of RAM, which makes it a power-user's toy. If HiSoft were to add colour picture import, *Papyrus* could seriously challenge some DTP software. The manual is well written and produced too.

All three are superb packages, and excel in different areas. None of them would disappoint, so why not contact the suppliers for more info and demo disks if you're really interested in becoming a document processor? **stf**

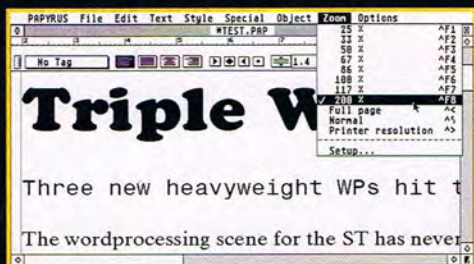
HOW THEY LOOK ON SCREEN AND ON PAPER



■ The Preview option in *Protext* displays a little representation of the full test page on screen. It's sketchy but good enough to convey a reasonable impression. You can't zoom in to see more detail.



■ *That's Write 3* shows the test page more clearly than *Protext*. Note the small Page Preview window as well as the usual size page display. Both are in the familiar scrollable, movable GEM windows.



■ *Papyrus Gold* provides the best on-screen views. You can see the full page or zoom in at various factors to reveal the fine detail of your masterpiece. Screen redraws and scrolling are fast too.

Triple Whammy!

Three new heavyweight WPs hit the ST scene and slug it out!

The wordprocessing scene for the ST has never looked so good, with three major high-end WP releases having just appeared. Wondering which one to get? You need to read this detailed 'Head to Head' comparison of *Protext 6.5*, *That's Write 3* and *Papyrus Gold*! It's all you need to help you select the best one for your particular needs.

It wasn't long ago (in issue 60, July of this year) to be precise that STP looked at all the wordprocessors available for the ST, from cheap Public Domain ones right up to expensive document processors. Since then things have moved dramatically, with no less than three major new packages hitting the market. Forget simple text processing, these are all powerful, top of the range programs. In fact they're more correctly referred to as 'document processors' than WPs. All of them can work with multiple fonts and pictures to give you almost desktop publishing features, but if you intend to fork out a hundred notes or more you'll want to know

■ Using HP's LaserJet 4 to print out the test document from *Protext 6.5* you get a splendid result – the scalable fonts in the printer are used to good effect.

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■ The printout from *That's Write 3* doesn't vary in quality from *Protext's*. We've used slightly different fonts for some variation and the print speed was slightly faster than with *Protext*.

Triple Whammy!

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The wordprocessing scene for the ST has never looked so good, with three major high-end WP releases having just appeared. Wondering which one to get? You need to read this detailed 'Head to Head' comparison of *Protext 6.5*, *That's Write 3* and *Papyrus Gold*! It's all you need to help you select the best one for your particular needs.

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■ The print produced by *Papyrus Gold* is the most attractive owing to the fact that it can run text alongside graphics, which gives the test document a much more professional appearance.

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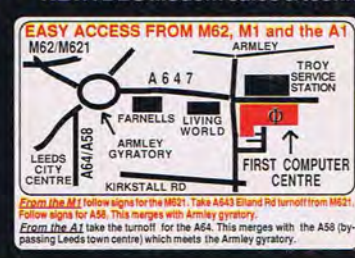
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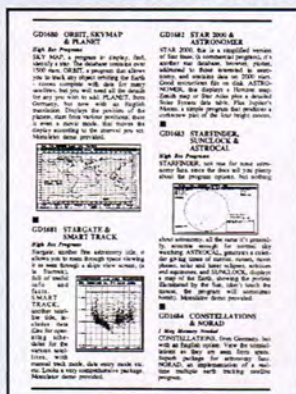
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GD2326 ICON JUGGLER

TRACKER

GD2259 STORMTRACKER DEMO
GD2286 OCTALYSER STE

GRAPHICS

GD1347 PRINTING PRESS (English)
GD1348 PRINTING PRESS Support
GD2020 CRACKART (English)
GD2035 GEMVIEW 3.05
GD2038 KOZMIC 4
GD2055 KADINSKY
GD2277 ART FOR KIDS DEMO
GD2308 MULTICAD
GD2309 SPEED OF LIGHT 3.5

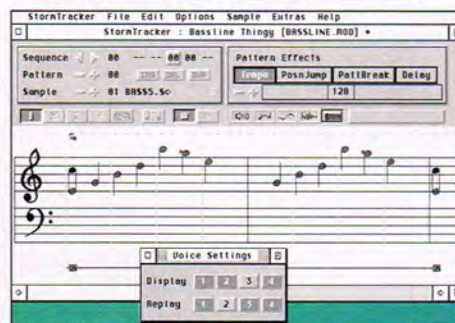
FALCON

GF71 TOWERS
GF74 ICDRAW
GF79 BACKWARD 2.52 Etc
GF84 GSPOOL & SPEED OF LIGHT
GF82 LAZER 2 DEMO (2 Disks)
GF90 BOOM GAME DEMO

StormTracker

From ASTRASoft

StormTracker is the first MOD editor on any computer to ditch the cryptic code method and allow you to get on with writing your music



- ★ Can use raw, AVR and WAV samples
- ★ Samples Disk Included
- ★ 100 Page Illustrated Manual



For the ST/STE
TT & Falcon
(Min 1Mb Memory)

16 Bit sound on
the Falcon

Available
Now
for ONLY

£24.95

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From Moving Pixels

Designed with the help of Children, Parents and Teachers. An Entertaining, Educational, and Productivity Tool all in one great package.



- ★ Crazy Sound Effects
- ★ Built-in range of Stamps
- ★ Hidden screens, and much, much more



For the ST/STE
TT & Falcon
(Min 1Mb Memory)

Not compatible
with STFM

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Now
for ONLY

£24.95

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The Commercial High Res
Emulator for ST & Ste

Only £9.95

AVAILABLE SOON

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The follow-up to the popular
version 1, with more features
and loads of new effects

TOWERS 2

For the Falcon only, with full
screen scrolling, professionally
produced sound and graphics

OTHER TITLES

Mobsters City, Degas Art 2,
Club Dominoes, Video
Supreme, Screen Maker, plus
our own MicroMagic Budget
Software Range

BLANK 3.5" DISKS

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FULLY GUARANTEED

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50	£19.00	£27.50
100	£36.00	£49.95

Labels Included

All Prices include UK carriage

Goodman's (Dept STF)

16 Conrad Close, Meir Hay Estate, Longton,
Stoke-on-Trent ST3 1SW.

Tel: 0782 335650 Fax: 0782 316132



Programmers: For maximum circulation, forward your work direct to Goodman's for inclusion on future catalogue updates.



Mortimer

Improve your ST's pedigree with its own butler. Mortimer enables you to live the high life.

Mortimer is a butler that promises to make your life easier by doing almost all those unpleasant, boring, repetitive little tasks on your ST for you. Once installed you can call it from within any program using a simple combination of keypresses. It can easily be banished when not required, and takes up just 64K of your memory. This might cause problems if you're running really memory-hungry programs on a machines with the minimum memory configuration, but if you've got RAM to spare then Mortimer should pose you and your ST no problems.

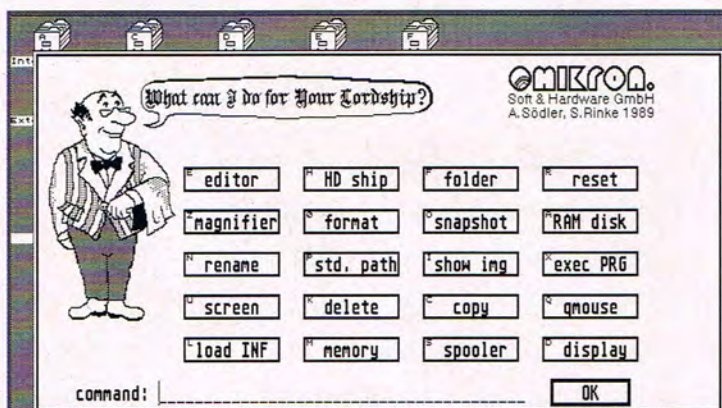
"It's certainly useful, but it fails to provide any more than basic functions"

Mine's a Perth Pink, Jeeves

Calling the program brings up a picture of your butler and a list of options, which can be activated by a variety of means. You can click on them, type a keyboard short cut or

even use the fiddly command line (why, why?). Mortimer contains a built-in text editor, screen magnifier, various disk utilities, a snapshot function, IMG file displayer, print spooler, RAMdisk, memory allocator and calculator, among other things. Mortimer also acts as a resident virus checker, although it's rather primitive and merely reports all executable boot sectors or programs that attempt to write to other files. As a result, more than a little caution is required when using this option. Be warned.

All of these features can be found elsewhere, but not together in this form or as a memory resident program. Programs that do cover the various options built into Mortimer usually come as Desk Accessories, and are therefore inaccessible from programs that don't support GEM (such as STOS). Mortimer, on the other hand isn't restricted in this way.



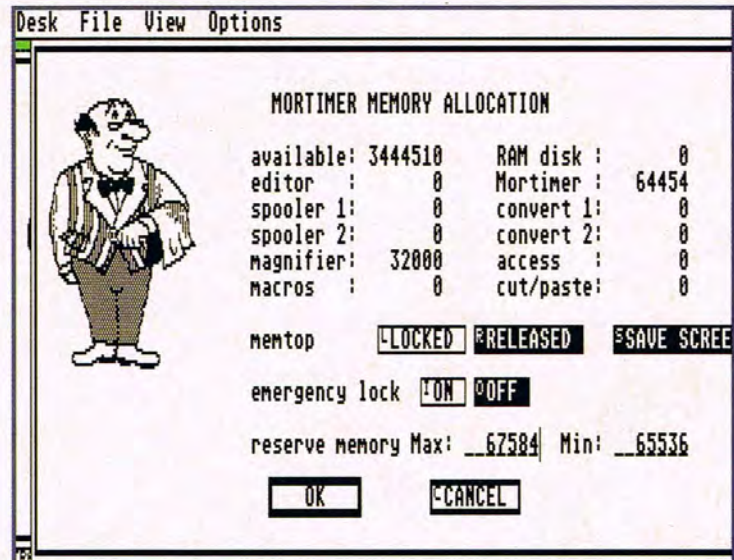
MORTIMER DELUXE

Hot on the heels of Mortimer is the enhanced Mortimer Deluxe, the Jeeves of all Desktop butlers. Apart from being TOS 2.06 compatible, it also boasts extra features not available in the cheap 'n' cheerful version.

New features promised in Mortimer Deluxe include a more controllable file selector, with which you can find out details like file sizes, dates and attributes as well as sort the file selector to your requirements. You can also convert pictures between PAC, PIC, Degas and IMG

formats, or even search files for specific strings (such as "I am now a bitter and disillusioned Disk Editor" in letters to ex-girlfriends). Mortimer Deluxe will also feature a calendar and alarm facility, so you can give yourself a five-minute warning before the world ends (enabling you to quickly save all your data before Armageddon).

With all that and more, it sounds like it could be worth the £34.95 asking price. Keep your eyes peeled (no, not literally!) for a review in ST FORMAT soon.



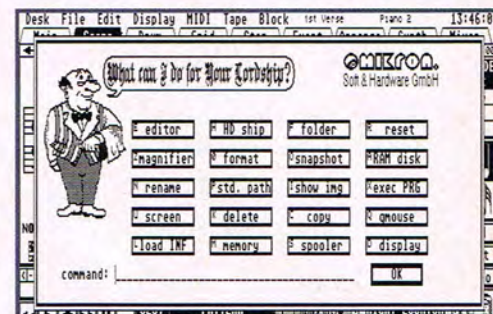
Mortimer works by accessing various sub-menus, which then enable you to perform your changes effortlessly. Er, Your Lordship.

Mortimer is further complemented by an editor program, which you can redefine to your own preferences. You can alter all the menu commands, perhaps replacing the Hard Drive Ship option if you aren't fortunate enough to own such a miracle of storage capacity with something more relevant to your immediate needs (a calculator function to calculate your lack of funds, perhaps?).

Will you hire or fire Mortimer?

Mortimer's a difficult program to recommend unreservedly. It's certainly useful, but it fails to provide any more than basic functions. You can format disks, but with no more flexibility than if you were to select Format from the Desktop menu. The virus checker, too, is crude but effective... possibly too effective if you're not sure what you're doing. For example, when decompacting Personal Pascal from last month's Cover Disk with

"Yes, there is something you can do for me Mortimer. Get me another girlfriend. You can't? Call yourself a butler, man?"



Mortimer can be called up from within any other program by a simple combination of keypresses.

Mortimer installed, it claims that the assembler and compiler programs contain link viruses simply because they write to other files - as such programs do. At least the manual warns you of this.

Nevertheless, if what you've seen attracts you, then Mortimer should satisfy your ST's needs in a strictly no-frills fashion. Of course, you might want to wait for Mortimer Deluxe (see the panel below for more details) to see whether all the improvements contained therein justify shelling out an extra £20 for the extra features. **stf**

NICK PEERS

Mortimer

£14.95 FaSt Club
☎ 0115 945 5305

Highs

- Unobtrusive, yet easily called
- Functional and fast

Lows

- Basic
- Not TOS 2.06 compatible

71%



Everyone loves high-quality graphics on their machines, don't they? But one of the main problems with using an interface such as a Desktop is that you tend to run out of room. Looking at three different windows at once is impossible if you're using low-res mode, and only slightly easier in medium. This is because as the pixels get smaller and smaller the amount you can fit on to the screen increases directly with it.

Compo Software have developed Screenblaster 2 to address this problem. Screenblaster claims to increase your Falcon's resolution by up to 300 per cent. When you go into scarily-high-res, provided by ScreenBlaster, the amount you can fit on screen increases by terrifying amounts, giving you what the Falcon honestly believes is a screen approximately three times the size of the normal one, on a normal sized monitor. Screenblaster is more than just a piece of software, though. It's a machine extension – modifications like this actually alter the way your machine operates. In this case, it directly affects the data written to the monitor, replacing the original image with its new, more detailed signal.

Insanely effective

Like most other machine extensions, Screenblaster consists of a hardware



Increase the graphic capabilities of your Falcon with COMPO'S update to a clever little bit of hardware.

SCREEN

"Screenblaster claims to increase your Falcon's resolution by up to 300 per cent"

modification and some software to make use of this modification. The system works well – because the hardware is all external there's no need to rip the lid off your machine, and definitely no need for things like soldering irons. The other hint that this might be an insanely effective little modification is the improvement in resolutions now available – after all, a screen with 1,152 by 832 pixels is what we call a definite improvement.

The only problems you're likely to come across will be caused by your monitor rather than the Screenblaster itself. Although the Falcon doesn't exactly run in low resolution anyway, you should consider the possibility that your monitor just won't be able to cope with this new,

VIRTUALLY THERE

As well as the increase in screen resolution (and logical screen size), Screenblaster has facilities for a virtual screen. "Er, but what's a virtual screen?" Well, a virtual screen is a screen that isn't actually there.

Visualise a screen (for the sake of this explanation) as a large piece of cardboard with a square cut from it. The square has the dimensions of the screen. Normally, this piece of cardboard is aligned with the screen so that you can see the whole picture. A virtual screen, is a sheet of

paper larger than the hole in the cardboard, sitting underneath the hole. You can draw on the parts of the paper that aren't visible, and move the cardboard window around the sheet of paper.

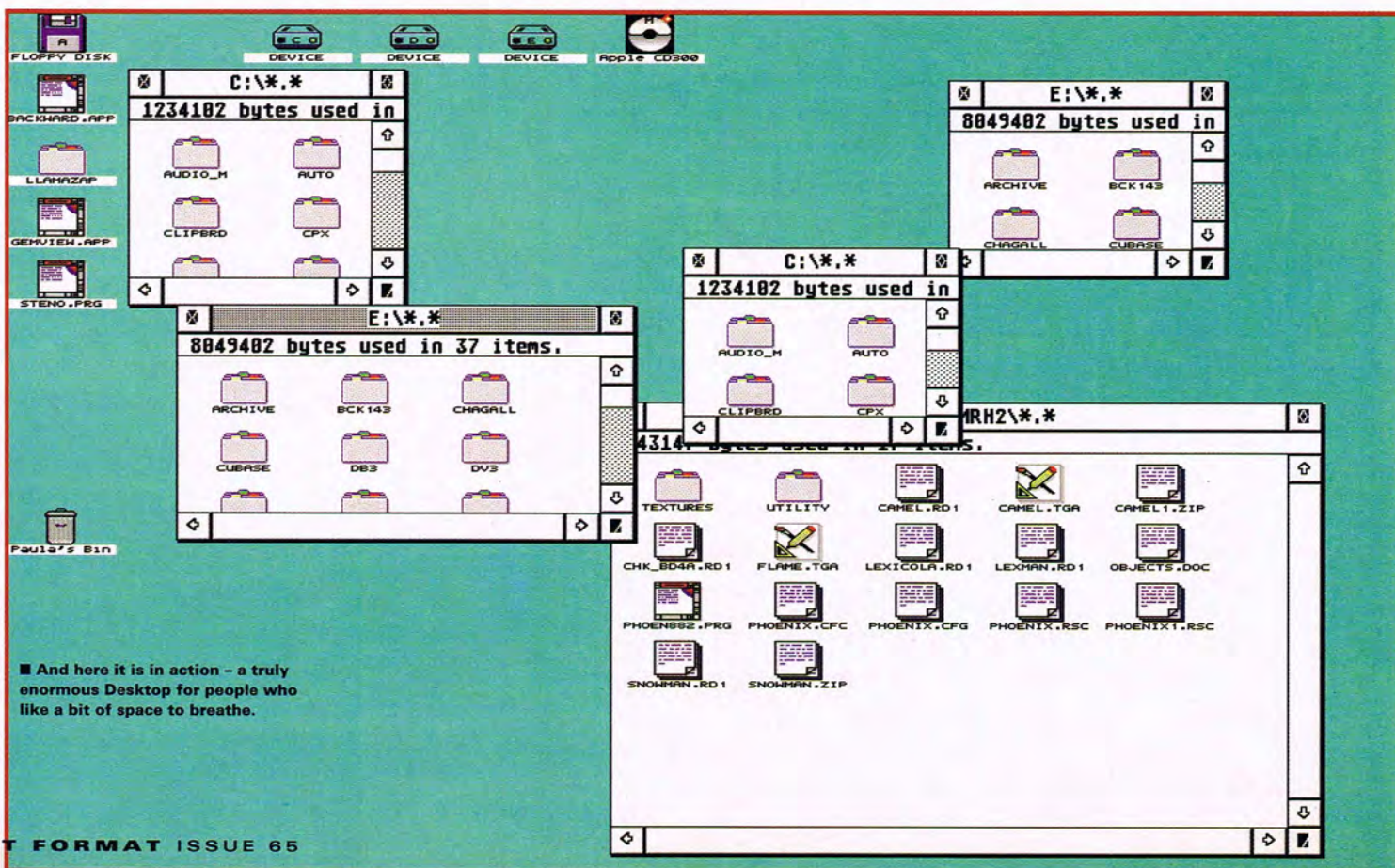
The screen, or piece of paper, is much larger than the hole through which it's viewed, but when you move the hole, you're effectively scrolling around the larger screen. Virtual screens are terrifyingly handy for good scrolling effects. Er, so now you know.

higher resolution. This won't be a big fault, but you might find that your monitor just isn't capable of displaying pixels that small – while, at worst, things might be a little hard to read. If, however, you decided to do your Falcon justice by purchasing a high quality monitor with it (we use a Memorex Telex which works absolutely wonderfully), you

shouldn't experience too many problems with Screenblaster.

Softly, softly

The software driving the system works simply. Resolution is either set at startup or from a Desktop Accessory, accessed with the Desk menu. Not only can you select the resolution, but you can also choose the



BLASTER 2

WHO NEEDS IT?

The question that immediately springs to mind is that of practical use. Under what circumstances, other than using the Desktop, would you want a screen of such massive proportions? Games aren't written to take advantage of this extension because they write to the screen directly, not worrying about silly things like GEM. This also means that any serious utilities that ignore GEM will also ignore Screenblaster. Sounds useless, then?

Not necessarily. If you're into programming, making extensive use of things like GEM windows, Screenblaster drastically increases your machine's capabilities from the user end. For instance, if your word processor works with GEM windows, you can not only edit two documents at once, but you can edit one of them in a large, easy-to-handle window while viewing the other in an equally massive, easy-to-handle window. Great.

Monitor data

Monitor: **SVGA Multiscan**

min. Line frequency: 31.00 kHz
max. Line frequency: 60.00 kHz

minimum refresh rate : 60.00 Hz
maximum refresh rate : 80.00 Hz

min HBlank-Length: 0.00 µs
max HBlank-Length: 0.00 µs
min VBlank-Length: 0.00 ms
max VBlank-Length: 0.00 ms

OK

Cancel

■ If you like, you can customise your monitor configuration, just in case you're using a non-standard display. Sounds a bit technical to me.

correct ports and monitor configurations for your particular setup. However, the configuration package does leave a little to be desired – It's not exactly the most friendly, GEM-based system around – but, having said that everything you might want to change is at least readily accessible.

ScreenBlaster Monitor-Installation

Monitor Connect: **VGA**

SVGA Multiscan

Atari SM124

Atari SM144/46

Atari SC1224

Atari PTC14xx

Amiga 1084

OverScan GENLOCK

Hor-Freq: 31 - 60 kHz

Vert Freq: 60 - 80 Hz

Monit.Type: Multi Freq.

Triggering: **Paddle Port A**

Load

Install

Cancel

Screenblaster Resolution Selection

V2.0

Colors: ☒ 2 Colors

☐ 4 Colors

☐ 16 Colors

☐ 256 Colors

☐ 32768 Colors

Slection

768 *

800 *

800 *

800 *

832 *

880 *

896 *

896 *

1280 *

608, 68.0 Hz, 43.1 kHz

608, 76.8 Hz, 48.8 kHz

624, 73.7 Hz, 48.0 kHz

656, 68.4 Hz, 47.3 kHz

432, 70.5 Hz, 31.6 kHz

480, 71.1 Hz, 35.3 kHz

496, 60.4 Hz, 31.4 kHz

960, 62.1 Hz, 31.1 kHz

Virtual:

800 X

608 Y

Configuration...

OK

Cancel

■ As you can see, the range of resolutions you can now use on your Falcon has rocketed up. Each one is still easily selectable, though.

The only real problem comes with the manual, which is, well, terse to say the least. But then, manuals are always a problem, aren't they? You get the sneaking suspicion that installing and operating an entirely new graphics system on your Falcon should take a few more than 11 pages, particularly considering the fact that no explanation is given regarding how you should go about making full use of this virtual screen in assembler. Or any other language, for that matter.

For straightforward use you can't go far wrong, though. You're taken through every step of the installation with or without a hard drive with close keypress guidance, right down to selecting your resolution and KHz rate. Be warned, though – a certain amount of technical knowledge on your part is assumed by the author, and you don't find too many explanations. At the worst you might get the Screenblaster installed, working, and impressing all your friends, except you won't have a clue what it's doing and why. At best, you'll have Screenblaster up and running, and you'll be able to take advantage

of this excellent system. And impress your friends.

So?

At the end of the day, this is a little box that your Falcon needs. The Falcon's capabilities as a home computer are exceptional, and the Screenblaster, although simply a graphic enhancement package, expands these capabilities yet further, increasing the size of your Desktop so that it's no longer just a screen with several windows crammed tightly on to it. If you want enough room to get some proper work in, Screenblaster is a good option. **stf**

SIMON FORRESTER

Screenblaster 2

£79 COMPO Software

01487 773582

Falcon only

Highs

- Massive resolutions
- Creates a usable desktop (at last!)

Lows

- Hangs off the back of your Falcon
- Slightly unhelpful manual

What else?

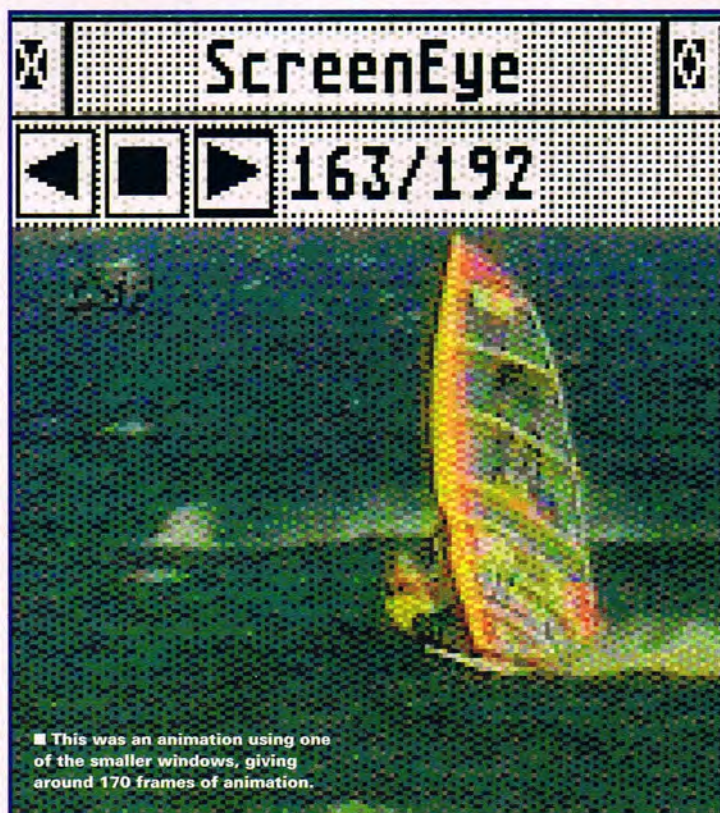
- There's nothing else like it

90%

■ If you're using a normal monitor, however, you don't have to mash your brain – there's an automatic option.



SCREENEYE



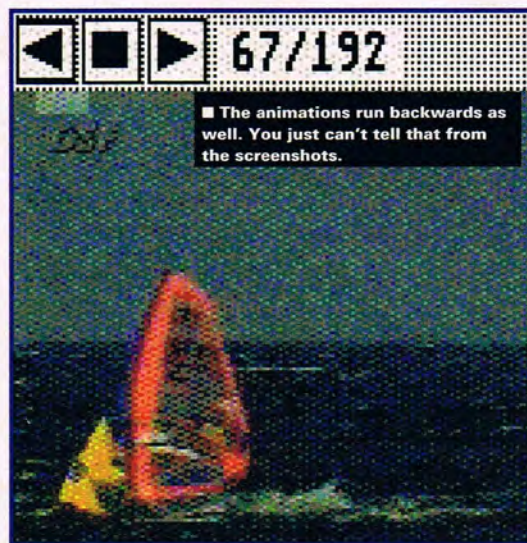
You too can capture real-time video and impress your friends. All you need is your Falcon, ScreenEye. Er, and a VCR or camera.



When the Falcon first arrived on the Atari scene, it was worshipped on several counts. The first and definitely foremost feature was its sonic capabilities. Next came the processing speed,

aided with enough hardware backup to blow most other home computers clean out of the water.

But the other hyped feature of the machine was its graphical capabilities – it could supposedly handle true-colour palettes as well as high-resolution displays. Unlike the sound and speed, this video capability hasn't really been pushed to the full extent. Other than some really rather



natty JPEG animations, nothing's happened on the video front.

Until now. ScreenEye, available primarily from COMPO (but developed by Overscan for the German company Matrix), is a video digitiser with a difference. Whereas machines like the ST are capable of grabbing frames from video and manipulating them, the Falcon is one of the few machines actually capable of stealing whole real-time sequences at a high frame rate. This task, although theoretically simple on a machine as powerful as the Falcon or PC, has so far only really been mastered by the Falcon to any realistic degree.

Digital nightmares

The ScreenEye system comprises an internal board, which is slotted into the standard extension bus, and software to drive this hardware. The board itself is smaller than tiny, not so much fitting inside your Falcon as falling into it.

But what exactly does it do? Well, ScreenEye works in three main ways, furnishing your Falcon with the following abilities:

- The ability to display real-time video on screen.

- The ability to capture short video sequences to disk.

- The ability to grab top-quality true-colour images from video to disk.

Once you've installed it (there's a panel below covering that bit), you have a Falcon looking exactly the same as it did before, except for a small piece of wire trailing out of the cartridge port with a plug on the end. This plug then fits into your video

camera or other video input device (with a little work), leaving the software to do the rest.

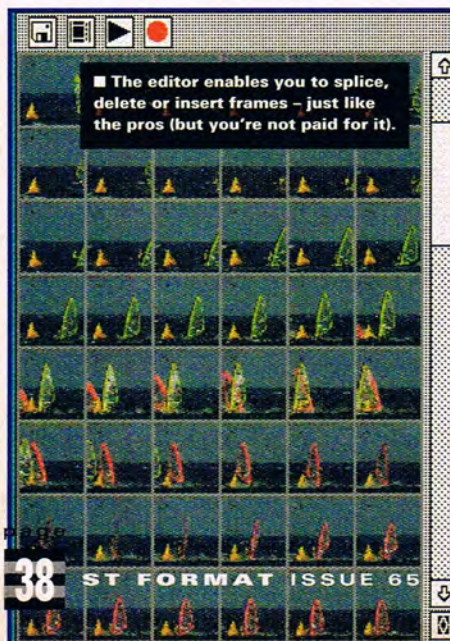
What's it like? Eh?

The quality of the video this package can produce is excellent, making full use of the Falcon's true-colour system. Working with over 100 frames of data at roughly ten frames a second means that you can store some fairly lengthy film clips (about 170 frames with a bit of hard work).

The software matches up to the video quality – it too is excellent, giving you not only live video action, but frame-by-frame editing and full graphic manipulation capabilities. And with the ability to deal with variable image sizes, display quality and input sources, every angle has been covered by ScreenEye.

In short, if you want to get into video, and you've got a Falcon, you really do want to get hold of ScreenEye. It's fast, effective, and of a magnificently high quality. If you want to match your machine's graphic ability with the already excellent sonics, ScreenEye is a must. **stf**

SIMON FORRESTER



WIRES 'N' STUFF

Now this is the scary bit. To get ScreenEye working well with your Falcons, Screws have to be Unscrewed, and Circuit Boards have to be Fitted. It gets progressively scarier from there on. The manual advises you to either take the whole lot to your Atari dealer or a qualified technician, or attempt the job yourself with the instructions provided.

In the true spirit of home computing, we decided to fit it ourselves.

After all, you can't call yourself a proper Atari nut until you've sat with a cold feeling in the pit of your stomach for half an hour, trying to work out how to put the several bits of identical-looking circuit board back together.

The fitting was, however, fairly hassle-free, except for trying to remember where everything went. Just remember, don't touch anything that looks even vaguely fragile.

ScreenEye

£249 (including Studio 8)
COMPO Software
☎ 01487 773582

Highs

- Excellent software
- Amazing quality
- Fast frame updates
- Easy to use
- Takes a camera, video, or anything else you can plug into it

Lows

- Erm...

90%

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- 14" HI-RESOLUTION MONO MONITOR
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Atari ST-FM - ref: CAB 5912
Atari ST-E/Falcon ref: CAB 5920
The Falcon requires an extra adaptor ref: CAB 5772 - £9
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FALCON FROM ONLY £399!

System Architecture:

- CPU: Motorola 68030 operating at 16MHz
- BUS: 32-bit data; 32-bit address
- FPU: Optional Motorola 68881/2 - 16MHz
- RAM: 1, 4, 14Mb configurations
- ROM: 512K

Digital Signal Processor:

- Motorola 56001 DSP running at 32MHz
- 16MIPS performance at 32MHz
- 32K 16-bit Static RAM

Interfaces, Ports & Expansion Slots:

- Internal direct processor slot
- SCSI-2 Port with Direct Memory Access
- High-speed LocalTalk/AppleTalk compatible LAN port
- Connector for VGA, composite video, RF (cable supplied), or broadcast analogue RGB (monitor output requires adaptor) - see below
- Bi-directional parallel printer port

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14Mb POWER USER
MODEL AVAILABLE



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- Stereo mic. input/Stereo audio out - 35mm
- Two 9-pin joystick connectors
- Two 15-pin enhanced digital/analog connectors

Data Storage:

- 1.44Mb Floppy Disk Drive
- Internal IDE Hard Drive Option (127 or 209Mb HD versions available)
- MS-DOS format compatibility

Graphics:

- VGA: 640 x 480 256 colour
- True colour 16-bit mode: display up to 65,536 colours from a palette of 262,144
- Accepts ext. video sync signal for genlocking - up to 65,536 possible colours from a palette of 262,144
- Hardware-assisted horizontal fine scrolling
- BLITTER graphics processor

Sound:

- Eight 16-bit digital audio DMA record and playback channels (up to 50kHz sampling)
- Stereo 16-bit DMA input & output
- SDMA sound/DMA co-processor

System Software:

- Multiple window user interface with icons and dropdown menus
- Icon-based graphics user interface with self-explanatory command functions
- Multi-tasking operating system with inter-process communication (MultiTOS)
- On-line help
- NewDesk desktop and extensible-control panel allows customisation

INCREDIBLE POWER

At the centre of the Falcon 030 lie two powerful hearts: the super fast 68030 processor which runs 4 million instructions per second and the Motorola DSP 5601 processor. Working together, they give processing speeds up to 10 times quicker than any other multimedia system at a comparable price. The Falcon 030 also boasts an impressive array of interfaces for linking peripherals.

THE IMPACT OF COLOUR

The Falcon 030 produces images indistinguishable from a real picture displayed on your TV. Every pixel on screen can be shown in a different colour and 65,536 colours can be displayed at once, from a palette of 262,144, producing a true colour display of the highest quality.

SUPERB VIDEO

The Falcon can be used to create special effects, overlay pictures, lighten any that are too dark, even get rid of the unfocused bits. Video editing and special effect techniques are both easy and affordable.

CD QUALITY AUDIO

The Falcon 030 comes complete with a stereo input into which can

be plugged a microphone, a Walkman, or a hi-fi system. To reproduce the sound, a converter mixes the eight 16-bit channels, then outputs crystal clear stereo sound at a sampling frequency of up to 50kHz, better than CD quality. The Digital Signal Processor with direct-to-disk capability, means that the Falcon can store sound samples, including the human voice, on hard disk and play them back in real time.

2 PROCESSORS

Motorola 68030, 16MHz, 32-bit Processor + Unique 32MHz DSP (Digital Signal Processor)

CD QUALITY STEREO SOUND

8 x 16-bit Digital Audio DMA Channels
Stereo 16-bit DMA Audio Input/Output

BRILLIANT GRAPHICS LIKE REAL PICTURES ON TV

VGA Graphics & 16-bit Colour, 640 x 480 in 256 Colours

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SPA5432 TOS 2.06 ROM INT. UPGRADE - ST Operating System Upgrade for any ST-e. Improves desktop.	£39.00	£34.95
SPA5448 T-BOARD 68 INC. TOS 2.06 - ST-E Internal TOS 2.06 upgrade. Inc socket for accelerators & emulators	£90.00	£49.95
SSA0652 4T/FX-MULTITRACK RECORDING S/W Falcon realtime mixer. Sequencer controllable. 4-track to hard drive.	£299.00	£199.00
SSC0332 CUBASE LITE Beginners' MIDI software. Realtime functions through graphic interface.	£90.00	£69.00
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SSC8962 CUBASE V3.0 Flexible four track sequencer & MIDI manager. Inc sound editor.	£399.00	£249.00
SSE4632 EMAGIC NOTATOR SL MIDI sequencer, score edit & print out management system.	£299.00	£199.00
SSF2672 FASTCOM 2 - when purchased with any other product Communications package. Integrated ASCII/Viewdata functions	£4.95	£2.50
SSH9752 HYPERCHART Presentation graphics system. Takes info direct from existing data.	£24.00	£9.95
SSL2642 LDW POWER SPREADSHEET V1 Lotus 1-2-3 v2 compatible. GEM/Lotus interchangeable interface.	£24.95	£9.95
SST1222 TECHNOBOX DRAFTER 2 High precision drawing package. Colour at 640 x 400 pixel resolution.	£49.95	£29.95
STM7400 ST BASIC SOURCE BOOK For current ST BASIC programming language. Inc. all commands.	£8.00	£2.50
RAM8100 4Mb/14Mb RAM BOARD (NOT POPULATED) - FALCON Expansion board for Falcon 030. Max. addressable 14Mb.	£49.95	£39.95
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1Mb RAM 0mb HD	4Mb RAM 0mb HD	4Mb RAM 127Mb HD	4Mb RAM 209Mb HD	14Mb RAM 209Mb HD
PREVIOUS PRICE £499.00	PREVIOUS PRICE £699.00	PREVIOUS PRICE £899.00	PREVIOUS PRICE £999.00	PREVIOUS PRICE £1499.00
£399	£599	£799	£899	£1399
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- Official Atari model
- Fully ST & Falcon Compatible

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- Fully ST & Falcon compatible
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TWIST 2

HiSoft's latest database *Twist* aims to be champion database of all time. Does it succeed?

Twist is for the serious database user. If you just want to keep tabs on names and addresses then *Dynamic Address Database* (on Cover Disk 63 – page 85 if you missed it) is perfectly acceptable for the task. If, however, you want to use a database for a multiplicity of tasks, from home to business, *Twist* is the answer that you're looking for.

At £90 it's not particularly cheap, but if you need a database for use at work, this is the one for you. The manual is excellent, and features a step-by-step tutorial that introduces all the functions and features of *Twist* at a level that never leaves you wondering what's going on.

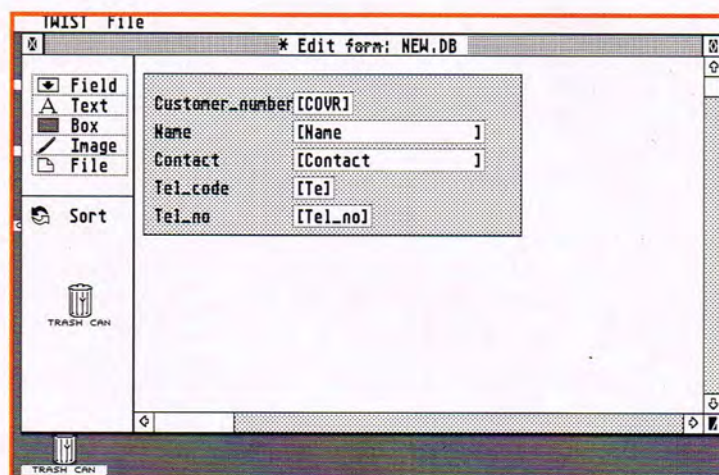
All the usual database functions are included, but what really gives *Twist* its extra adaptability is the variety of extra features on offer. Once you've played around with it for a few hours you'll realise just how powerful a package you have at your fingertips.

"If you want a database for a multiplicity of tasks, from home to business, *Twist* is the answer"

Like what?

Twist supports all the features you'd expect, and the GEM interface is versatile enough to enable the more experienced among you to set up simple examples before you even glance at the manual. But if you want to delve deeper into the program (and believe me, there's a lot of delving to be done), you need the manual. Just follow the three-part tutorial and you should have no problems using *Twist* to its full capability.

Fields can be created to a host of user-defined parameters. As well as the usual options – text and numerically based fields – there are extra options, which give *Twist* its versatility. For example, one prevents a field from being left blank (a database containing a list of every single player who has ever turned out for Birmingham City FC would be incomplete unless each of their names was



■ For some unknown reason you can edit the way your form list is displayed in *Twist*. You can even replace the pattern background with an IMG picture if you so wish. Why? Because you can. And what's more, it's fun. Okay?

entered), while another limits a field to containing specific entries (for example, a field storing VAT values would, by necessity, have to equal zero or 17.5). More details on exactly how much control you wield over your documents are detailed in the panel below, but perhaps the most flexible function *Twist* offers is in its Calc function. In the example shown (bottom left, next page), the 'Total' field is not editable by the user and is made up of the 'Value' field after VAT has been taken into account. The obvious benefit of this is that you can

save time and hassles by leaving certain calculations to *Twist* to perform.

Find those records

You've entered all your data. Perhaps you've decided to set up a PD library and you want to keep details of all the disks in your library so that you can make queries concerning your collection. A customer may want to know what games your library features or, more specifically, he may want to know what high-resolution art programs you have that will run on his 512K machine.

FIELDS OF DREAMS

*There's so much you can do with your fields in *Twist*, short of ploughing them. Like:*

- 1 Enables you to force the field to contain a specifically defined piece of data.
- 2 You can make fields to be the product of calculations, saving you time and patience working out certain figures.
- 3 You can create text fields of a predeterminate length...
- 4 ...or, if you prefer, numbers...
- 5 ...or even integer fields.
- 6 Why not create a field containing dates (such as when an England side last won a Test series)?
- 7 You can assign specific attributes that are largely self-explanatory to a field.
- 8 Index enables you to store all the data for that field in ascending or descending order.

Field name: Total_____

1 Valid _____

2 Calc (Value*(VAT/100))+Value

Type

3 Text 30____

4 Number 8.2____

5 Integer 5____

6 Date _____

Attributes 7

☒ Not editable

☐ Required

☐ Fixed

☐ Zero if empty

8 Index dupl,up

File Fixed length OK Cancel

Rather than spending hours manually wading through your disk or paper catalogue, marking each program you find individually, you could use Twist's powerful Search functions to look for certain parameters that you can set in a fraction of the time. You can then enhance your reputation by sending him a printout of all the programs that fit his requirements – attracting more custom for yourself (hopefully) as well as saving precious time.

Twist enables you to search specific fields for a variety of reasons. Using the example provided in the manual's tutorial you might want to find out how many orders you have processed that have brought in £100 or more. No problem. Using Twist's highly flexible Expression option you can select your search criteria according to a set of calculations involving your fields – and the values and operators you can set seem to cover just about every question you could ever ask. For example, the equation '!(InStr(Customer_number,"SE"))' will search for all records that contain the term 'SE' in the 'Customer_number' field. It's a simple example, but one that you can make as complex as you require it to be.

Sorting records enables you to keep them in alphabetical or numerical order depending on the criteria you set (a database of names and addresses would require sorting first by surname and then by forename). All good databases offer this, and Twist is no exception.

It's pretty too

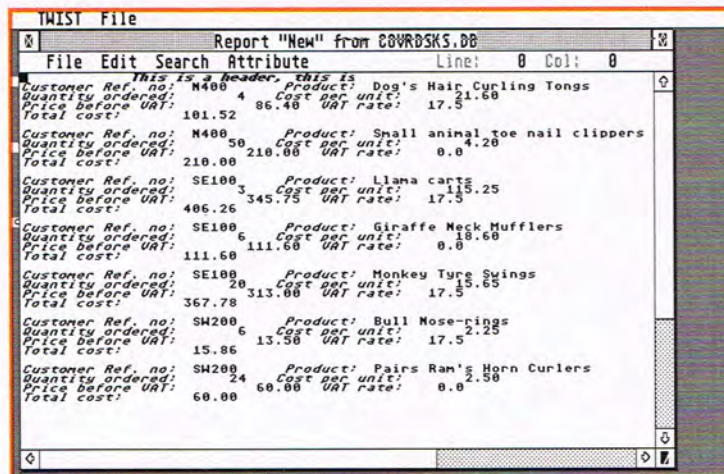
Twist should also appeal to the business user because it offers many and varied options regarding how you display your databases, either on screen or as printouts. You can create a multiplicity of record layouts that

display your data in exactly the way you want. Twist features full GDOS and SpeedoGDOS support, enabling you to spruce up your displays and give them a more professional feel.

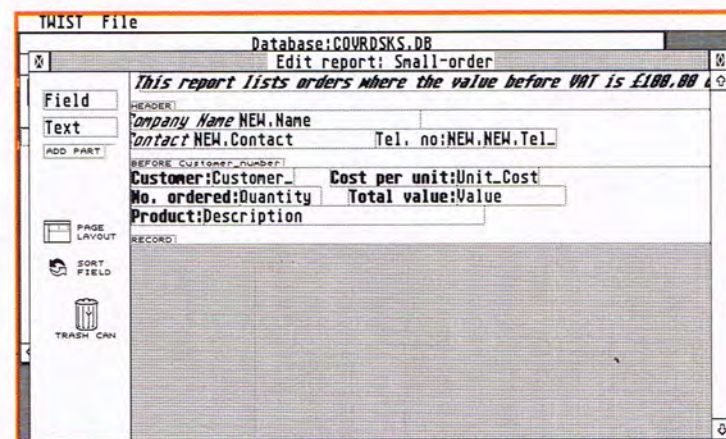
According to the manual you can even link files together, enabling you to keep customer details on one disk and current orders on

another. This is done by creating a report that joins both together, so that you can determine who's ordered what, how often they use

"Powerful features belied by a comprehensive manual and easy-to-use interface"



■ Llama carts? Monkey tyre swings? Giraffe neck mufflers? Is there nothing Twist won't deal with? How about Star Trek... (cue much breaking of bones).



■ You can, apparently, couple two databases together with Twist. We had problems however, despite following the manual to a tee.

your company and so on. This is fiddly to implement however, and even following the manual's tutorial to the letter failed to produce the results promised. A pity, because until this point Twist had exhibited many of HiSoft's trademarks: powerful features belied by a comprehensive manual and easy-to-use interface.

This criticism aside, Twist admirably carries out all the other tasks assigned to it, and features even more nice touches to enhance its credibility as a professional piece of

software. You can edit the record form to your heart's desire, adding shading, boxes and even background pictures to make it more visually appealing. Whether this has any practical use is debatable, but if looking at a picture of your favourite television show makes it easier for you to enter and amend your records then it's got to be a bonus.

Finally, Twist has full mailmerge capabilities, enabling you to create ASCII files (letters to your customers, perhaps) and import the relevant data from your database (their names and addresses) into the document you wish to send. You can also update your data regularly enabling you, for example, to keep a close eye on how certain products have sold recently. In fact, you could probably terraform a dead moon using Twist – it's just a case of working out how. (Oh all right, I'm lying. But it's powerful, anyway.)

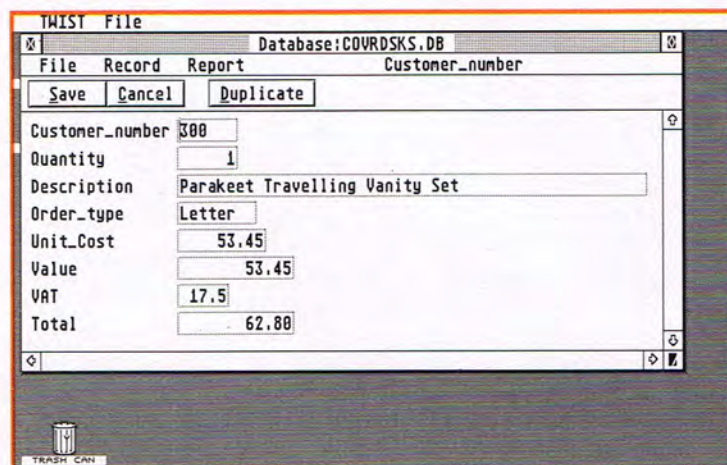
So what you're saying is...

...yes, Twist is excellent. It's difficult to justify the price tag unless you have big plans involving databases, but if you're after a database for business use, you'll find that Twist more than meets your requirements. There are a few minor quibbles, however. The program had trouble linking two or

more databases together to produce an integrated report, and it creates far too many data files, which can quickly lead to a cluttered file selector. It would be far better if each database was restricted to a few larger data files: one for the data itself and another dealing with all the various options available to it. Having said this, moaning at such a minor point highlights just how difficult it is to fault the program.

Nevertheless, Twist will still excite you with its power and versatility – just follow the manual's tutorials to quickly and effortlessly discover how much depth there is to it. The price tag is a little high, especially considering the fact that its big brother, *Superbase Professional* (last reviewed *STF* 46, 86%) is only £10 more and supports graphics as well as text. That said, Twist offers power without too much hassle involved. If you need a straightforward but powerful database, then Twist should be the answer to your prayers. **stf**

NICK PEERS



■ Now I'd like to think that a Parakeet Travelling Vanity Set was one of my jokes. Unfortunately, it seems that HiSoft have beaten me to it.

Twist 2

£89.95 HiSoft
☎ 01525 718181

All STs with 1MByte of RAM, TT, Falcon

Highs

- Powerful yet easy to use functions
- Fully comprehensive manual
- Supports GDOS and SpeedoGDOS fonts

Lows

- Expensive for the 'casual' user
- Fiddly in combining databases

What else?

- *Superbase Professional*, £99.95, also from HiSoft. Supports graphics, but is more complex

83%

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CALAMUS

UTILITIES

Three more additions to the Calamus support range.

FaST Club have always been excellent supporters of the Calamus range of desktop publishers on the ST, and these three new releases confirm their commitment to the program. Neatly coinciding with JCA's recent price cuts to both Calamus v1.09n (now £59) and Calamus SL (£199), all three enhance the usefulness of the Calamus range, while offering value for money.

FONTY (£11.95)

You really have to be enthusiastic about Calamus to want to create your own fonts to use with it. If however you can't find a font from the hundreds available from both commercial and PD sources, Fonty enables you to create your own.

It's a powerful program, enabling you to either create a font

set from scratch or, more reasonably, tweak those fonts you already have. It's littered with accessible tools and functions that do their jobs well, and even comes with a fully comprehensive on-line Help option, which tells you everything you need to know about Fonty and how to get the best from it.

Finally, you can even convert PostScript fonts to Calamus standard, enabling you to use even more fonts. If you collect fonts like there's no tomorrow, you'll probably be more than happy with this program – your font collection is now only limited by your imagination. Where will it all end?

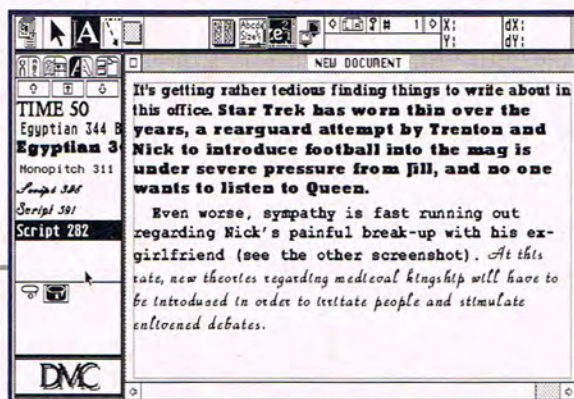
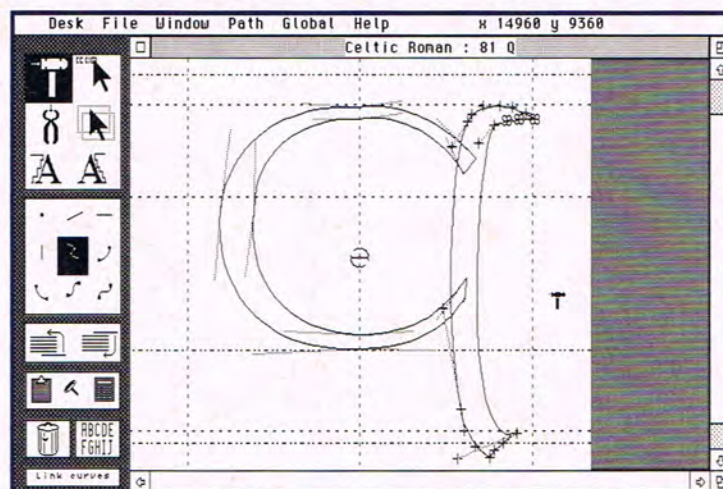
STF RATING: 82%

STC CALAMUS FONT SETS 1 AND 6 (£14.95 EACH)

Two font collections, each of which consists of three disks packed with fonts for you to use in Calamus or other compatible programs like DA's Vector Pro.

The first font pack contains a variety of Geometric and Humanist style fonts (about 75 of 'em) all of

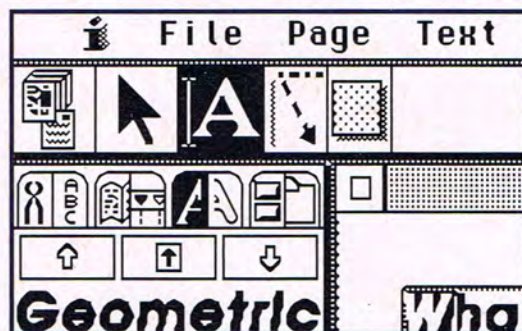
which are very legible and proper. There are so many varieties that to fit them on to three disks they've been archived and require decompacting before you can access them. Although the process can be tedious, it is at least straightforward, and you're given the impression that you have got your £15-worth. Although



■ If you have a penchant for Celtic-type fonts Fonty is the program you need to create them with. Okie dokie?

■ Can you honestly say you'd prefer to read about medieval kingship than football, or Star Trek? (Yes – everyone else) Well, tough! Come on you Blues. Jean-Luc Picard is king, etc.

Fonts are a matter of personal taste, and as such we never rate them on a percentage scale. You can, of course, get hundreds of fonts for Calamus in the public domain, but these fonts really show their quality – for example, there are separate faces for all punctuation marks, and all the fonts come in a variety of styles, including bold, italic or even both. We were impressed, anyway.



■ It's a hard life, and Freddie Mercury knew only the half of it when he wrote that song. Not that that's any excuse.

CAL ASSISTANT SL (£29.95)

Hot on the heels of Cal Assistant (STF 57, 83%) comes this new release for users of the colour SL version of Calamus. Like the original version, Cal Assistant SL offers a vital lifeline to new users who don't know where to turn.

Although it's £10 more expensive than its little brother, the only bonus is that it deals with the SL version of Calamus. It runs as a Desk Accessory and is therefore easily accessible from the menu bar. As well as being extremely easy to use, Cal Assistant bears more than a passing resemblance to Know-how, the Help Accessory for DA's Vector Pro, which we gave away on the Cover Disk last month. Running in a GEM window, everything you might want to know is available using a series of pop-up menus and sub-menus – yet another example of how straightforward to use point and click can be.

Unfortunately, Cal Assistant requires 145K of memory to run, which means you can't use it with Calamus SL if you only have 1MByte of memory which makes it a pointless purchase for those of you with the

minimum setup. If you have the necessary hardware it's an excellent tutor, especially if you're new to the excellent Calamus family of desktop publishers. **stf**

STF RATING: 82%

Calamus Utilities

Cal Assistant SL (£29.95)
Fonty (£11.95)
STC Font Packs 1 and 6 (£14.95 each)
FaST Club
☎ 01159 455250

Highs

Each program is more than useful if you have Calamus or Calamus SL...

Lows

...if you haven't, however, there's not much point in getting any of them

CALAMUS?

Calamus v1.09n (£59) and Calamus SL (£199) are vector-based desktop publishers. Both require a 1MByte ST with a high resolution display in order to run, although Calamus SL enables you to create and print colour documents. Both scored high ratings when released: Calamus v1.09n received 90% in issue six, and Calamus SL just missed out on a *FORMAT* Gold award in issue 37, despite being hailed as "the best DTP package on the ST" at the time.

Both are now available from JCA Europe who can be contacted on ☎ 01734 452416 for more details.

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Drawing on your ST is difficult. Once you've mastered the basic techniques of art, you then have to master them all over again on an ST screen. Here's a tutorial package that might just help you do that.

You can either draw really well, or your people tend to look something like a cow giving birth to a bowl of fruit – much like mine. Yes, you too can be a member of the People Who Can't Draw Club, from which there appears to be no exit. You can't grow artistic ability like cress, you can only build on what's already there. If there's nothing there, you're stuffed.

Despite this, Markotek Software are determined to teach the ST world how to draw, with the third part of their *DegasArt* tutorial, a step-



■ Seven easy steps, eh? But how do you draw the thing? That's what I need to know.

The idea behind this is that if you have trouble with proportions, try drawing a sausage man first (in



■ Lovely picture – it's actually based on the original QE2 poster. How's that done, then? I haven't got a clue, and I've read the instructions. Twice.

of how to draw portholes, but the wrong parts are explained – it doesn't tell you how to space portholes going into the distance around a curved surface, just which tool to use when you've done it.

To be fair, this is specifically a *Degas* tutorial. But although it is *Degas*-specific, it still doesn't go far

techniques, or those that are specific to *Degas* itself.

At £6.50 you might like to give this a try, but you'll spend most of your time looking at techniques someone else has implemented, without really finding out how to do them yourself. There's definitely a need for this type of package for new artists,

DEGASART 3

by-step guide to better *Degas* pictures. If you own the other two *DegasArt* tutorials, you'll find this one complements the other two. Whether or not that's a Good Thing depends on what you thought of the last two. You see, art tutorials suffer from the same problems as art teachers – trying to explain how drawing is done to People Who Can't Draw usually results in phrases and instructions like, "No – you just, well, draw it, really," as the total explanation.

For example, one section of this tutorial purports to teach you how to draw people. It starts with a sausage man, then next to him is a rough line drawing over said sausage man, next to which is a perfectly drawn, immaculate little boy with his arms folded.

exactly the right proportions, obviously). This is not really a tutorial for us People Who Can't Draw.

And, following the same vein, the rest of the tutorial consists of tips that aren't really tips and some 'handy methods' that take at least two hours to understand. They also tend to consist of two sentences and a screenshot, meaning that you arrive at the end of the tutorial knowing little more than you did when you started. Sure, there're pictures of things like the QE2 with explanations

"You arrive at the end of the tutorial knowing little more than you did when you started"

enough to explain how to make the most of *Degas*, and is instead simply an extended explanation of a few, select tools. If the tutorial was a generic affair, covering basic techniques

common to all art packages, it might have been worthwhile. Instead, each section of the tutorial, although impressively titled, consists of a couple of sentences and a screenshot, followed by a run of sections consisting of pictures that the author's drawn and a caption.

but it just doesn't fulfill the need. Instead the wordage has been axed in favour of the screenshots that the viewer program is happy to load up. You could load them up, but you'd much rather not. **stf**

SIMON FORRESTER



■ A quick run-down of the different ways you can outline a font. Dead handy. Panic over then.



Confused? You will be

But some of you might consider this a godsend. It does contain information on some of the more complex parts of *Degas* (though sparsely), and some well-drawn examples of these techniques in action, but no one seems to have made a decision as to whether this should cover general drawing

■ From sausageman to obnoxious little lad in three easy steps. Can't see it myself. How about six easy steps? Or eight, even.

DegasArt 3

£6.50 Markotek Software

☎ 01943 600413

Any ST

Averages

- Reasonable pictures
- Average document viewer

Lows

- No text, no help
- No *Degas* tutorial

What else?

- *Grafix*, on the Cover Disk

20%

PUBLIC SECTOR

GAMES

DYNABUSTERS+

AWF PD

Hands up those of you who have heard of *Dynablast*, an excellent multi-player game that was a hit in the arcades a while back. Well, guess what? *Dynabusters+* is the shareware equivalent and I'm afraid to say it's rather



minutes of starting to play). For this you need one of those four-player joystick adaptor thingies (WeServe ☎ 01705 647000), although three players can still jeopardise their friendships by using two joysticks and the keyboard.

Full instructions are contained within the game itself, but the aim of the game is simple: detonate bombs to clear the barriers between you and your opponent, and then try to trap them in a corner before blowing them to tiny bits. This is not as easy as it sounds, because it's all too easy to trap yourself in a corner instead, leaving you cursing fluently but helplessly as the seconds tick away before you're destroyed.

To aid you in your bloody task there are two bonuses, which increase the range of your explosions and the number of bombs you can lay at any time. Other items are less predictable, represented by skulls, question marks and bottles. They can do anything from increasing your speed, -reversing your controls (so that up becomes down and so on)

Bought for the price of a disk, usually cheaper and nastier. But enough about Nick Peers. What's new in the public domain this month?



■ "You utter, utter cad!" spluttered Piggy as Hedlington-Smythe detonated the bomb that ended his existence, giving the bouncer a one point lead.

to teleporting all the players to random points in the maze. There's nothing more exciting (or scary, if you're like me) than suddenly finding yourself right next to one of your opponents. Your only option is to lay a bomb and leg it sharpish, which is probably what he or she will be doing at the same time.

This has to be one of the best multi-player games available at the moment, commercial or otherwise. It is shareware, so if you register you'll increase the chances of an update - one option touted enables you to play over more than one machine via the null modem or MIDI ports, and if you've ever played *Stunt Car Racer* on two STs, you'll know how exciting this can be. All that remains for you to do now is find five people you don't particularly like, and prepare to hate them even more after a few hours of *Dynabusters+*. Let's rock!

STF RATING: 92%

DARTS 180

MERLIN PD

Darts needs no introduction - it's a game of darts pure and simple, coded in STOS. Surprisingly it's mildly entertaining if you allow for the fact that darts can never be truly realised on the computer platform. Having said this, *Darts 180*



■ And Beergut lines up against Smoker's Cough in another stunning round of darts, the game that releases all that repressed violence in a, well, a silly kind of way.

makes more than just a passable effort and the control method does manage to bring some sense of realism to the game in general.

The graphics are superbly detailed, which adds to the game and helps hide the fact that the majority of it takes place at a static dartboard. The options screen in



■ You can't fail with this game. It even comes with a help section to show you how easy the game can be.

spiffing. There are two drawbacks to the game, though. It'll only run on 1MByte STEs (although it's also Falcon-compatible), and you need at least one other person to play the game with.

Up to six players can join in the fun (but expect any lifelong friendships to end within, ooh, two



■ Their friendship almost irretrievably shattered, the two boys continued to blow each other to bits well into the night, long after the other four chaps had given up.

particular works well, and you can select any one of eight opponents to face. To add even more spice to the game there's an option that enables you to select how many beers you've drunk prior to the match. When you're completely sober the dart remains rock solid in your hand – just line it up as best you can and hope you've thrown it with the right amount of power to score a treble 20. If you've had a few, lining up your shot becomes more difficult – your aim tends to wobble alarmingly. Proof positive that drinking alcohol is neither big nor hard, and doesn't impress the girls either. If you like darts, but aren't prepared to get out of your armchair to play it, this should appeal.

STF RATING: 75%

JET BIKE CHALLENGE

TRANSPARENT DREAMS PDL

Jet Bike Challenge is a *SEUCK* game. There are already loads on the public domain, not many of which are any good. Can this provide any new slants on the genre, or is it best forgotten?

There is no documentation with the game, which is always a bad sign, and unfortunately the game itself looks instantly forgettable.

The graphics, such as they are, are quite well-drawn, but, as *Dynabusters+* shows, graphics aren't what makes a game. If you're a



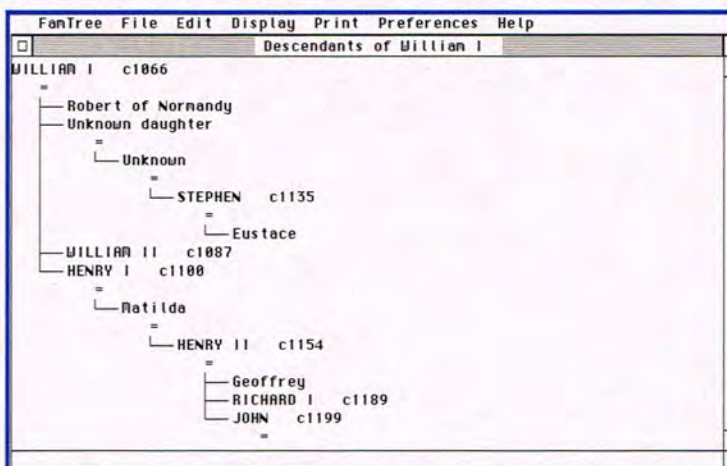
diehard shoot-'em-up fan, or you just have an insatiable desire to collect every *SEUCK* game there is, you might get something out of it (like five minutes entertainment, perhaps). Otherwise you should run screaming in the other direction.

STF RATING: 48%

■ *Jet Bike Challenge* is a shoot-'em-up that doesn't so much stay with the crowd as cower in the middle of it.



UTILITIES



■ This example is a rough guide to the early Norman kings of England. Looks dry, doesn't it, but all that killing and everything tells a far more interesting story...

FAMILY TREE V2.1

MERLIN PD

If the idea of shelling out £20 for a genealogy program seems too much for you, you could always try *Family Tree* v2.1. It's freeware, which means you don't have to pay the authors a penny, generous people that they are. It also makes full use of GEM, meaning that you can access your favourite Desk Accessories from within the program.

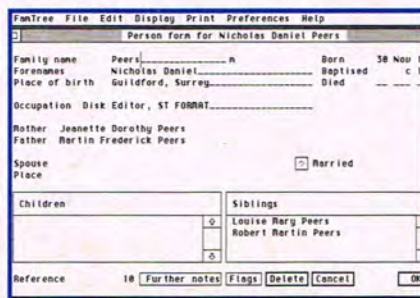
Entering the data is easy, and wads of statistics can be produced

for each person in your family. You can even write reams of notes for each individual member if you so wish, although there's unlikely to be a market for all your hard work outside of your own family unless you commission for other people.

Family Tree, like all genealogy programs, is really just a glorified database but with options that make it a vital addition to any genealogist with an ST.

Once you've entered all the members of your family in turn you can link them all up simply, by marrying them off and then giving them children from the lists provided. It's unbelievably easy to alter your family tree on-screen, but be warned, the final display is a little disappointing. Overall, though, this is a useful little utility if you want to take a dip in the sea of genealogy without getting your feet wet. (Sorry?)

STF RATING: 80%



■ Details about each family member are easily accessible from the Edit Persons box.

IMAGELAB

GOODMANS PD, DISK
GD2368

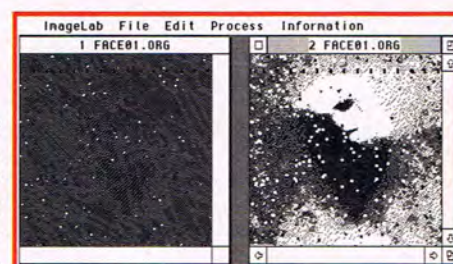
Imagelab comprises a suite of German utilities that enable you to turn colour GIF and TIFF files into black and white IMG files for use in DTP programs and word processors like *Calamus* and *Write On*. The programs themselves are based around *Imagelab's* B_W format, and most busy themselves with converting file formats to and from .B_W extensions.

You'll need to also have access to *GEM-View* and *PicSwitch* if you want to be able to use the program to its full capacity, and this is where it falls down. You end up finding yourself spending most of your time scurrying between programs converting pictures to and from the various file formats. When you finally get your desired picture into the B_W format you'll

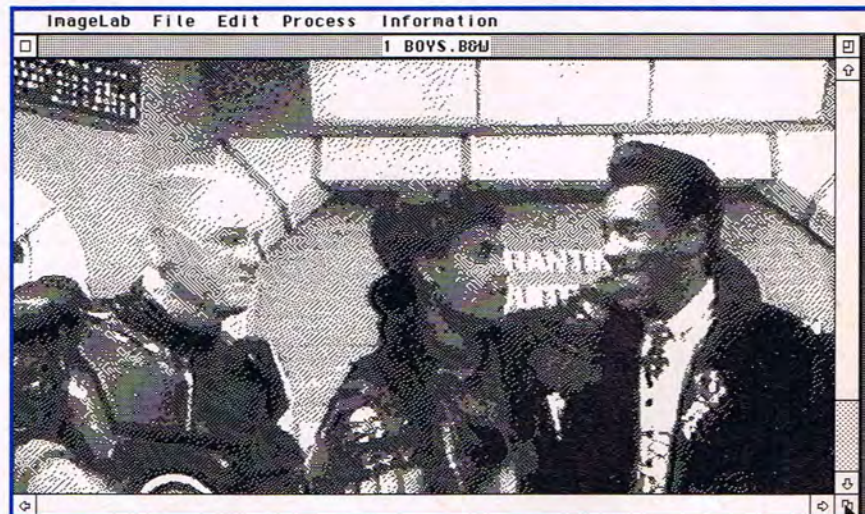
probably want nothing more to do with it, ever again. Ever.

That said, the program does its job reasonably, and someone has thoughtfully translated the resource files into English to make it all a little easier. Not bad, but there are a host of image processing utilities available in the public domain already. *Imagelab* can't quite lift itself above the crowd, but a nice effort all the same.

STF RATING: 74%



■ The picture on the right is exactly the same as the one on the left, except a simple image processing options have been selected.



■ This file went through two different conversions before it reached *Imagelab*. Can you face a similarly arduous task getting it into IMG file format? I certainly can't.

INDIES

CORNER

Once again, Simon Forrester nervously tiptoes around the seething hotbed of creativity, daring, originality, cooperation and people in trees that is the independents scene. And fits in quite nicely.

PLONKER

He's done it again. Yup, after our brief selection of games from Dave Cobbledick (two) last month, as featured in Indies Corner, he's sent us another one. But is it any good? Well...

style perfectly. It's an incredibly simple 'matching pairs' game that's cleverly hidden underneath about a megabyte of peripheral detail – daft characters, that sort of thing. For a start, the game is hosted by what



■ I thought I was having a bad day. The butter was straight from the fridge this morning, and it wasn't Ty-Phoo tea. Then a potato beat me at pairs.



■ The formations of the cards change dramatically from level to level, but the gameplay isn't at all affected by this strange habit. Great programming.

When the world of ST software suddenly seems a little too starched, you can always rely on Dave Cobbledick to cheer you up. His games, although not the most technically advanced of their time, are always fun to watch. *Plonker*, DCS' most recent release, follows Dave's

looks like a potato in shades, who squeaks instructions at you in a high pitched, northern voice. The game

itself a dangerous, devil-may-care card game of pairs, in which cards get turned, and potatoes scream to their deaths. Hang on. Was that *pairs*?

Wibble

The first thing you always seem to notice about DCS games is that the music isn't exactly, erm, reserved. Fair-ground tunes blast out in computerised harmony, and it's not long before you're getting the feeling that your decision to buy an ST partly on the basis of its sonic abilities is

something of an alien concept to our Dave. Just to continue the in-yer-face (or down-yer-windpipe) theme, whenever you win congratulation comes in the form of "ooh, you little tinker" or other exclamations.

"Eat poo-poo and die" says Mr Potato-head, as your cards go up. As the desperado spud gang closes in around you, you're likely to see large

portions of your life flash before your eyes, followed by large portions of chips. And then you begin to realise that underneath the layers and layers of 'humour', hidden by the sound effects, the little animations, the knobs, dials and switches, this is in fact merely a game of pairs, which

anyone can manage with a pack of cards. Disappointing? You're not kidding.

Now if you're really into computer pairs games, fine. This format however has been tried before, and

though it's fun for five minutes during your lunch hour, you won't find yourself saving it a lobish seat in the front of your mind for long. It's pairs, and it's £9.99.

If you're a pairs devotee with a taste for potatoes it might be for you, though. Weirdo.

"The game is hosted by what looks like a potato in shades, who squeaks instructions at you in a northern voice"



■ Once you've spent all that time matching up the pairs, you can start all over again on the next level. Thanks a lot.

Plonker

£9.99 Dunces Cap Software, 245 Rosalind Street, Ashington, Northumberland, NE63 9AZ

Highs

■ It's 'funny'

Lows

■ It's pairs

40%

CRAFTY CRAZY CAPERS

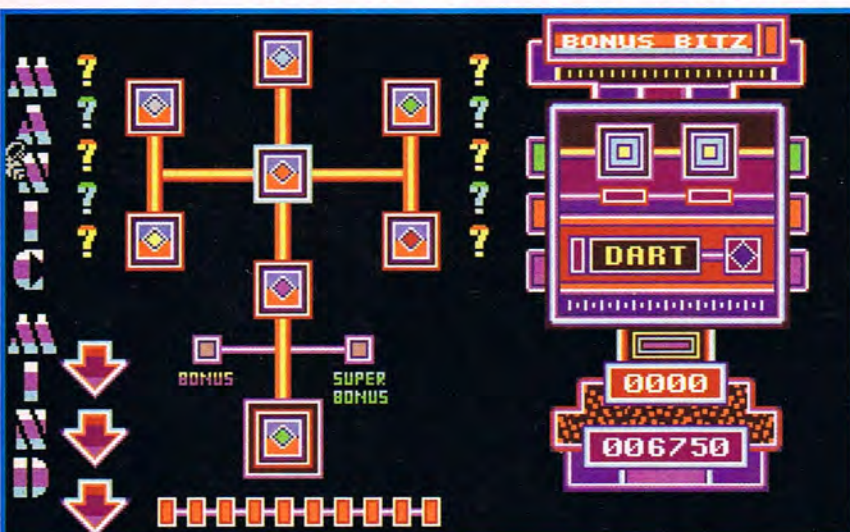
Now, live from *ST FORMAT*, we bring you news of an old but previously unexploited type of game – the 'lots of little ambiguous boxes' concept. This game is the format that the phrase "What the hell am I supposed to be doing?" was created for. And it's back, in style. No matter which of the four sections of the game you choose to play, *Crazy Crafty Capers* opens with a screen full

of boxes. With some time and effort, experienced players may then be able to distinguish between the different games.

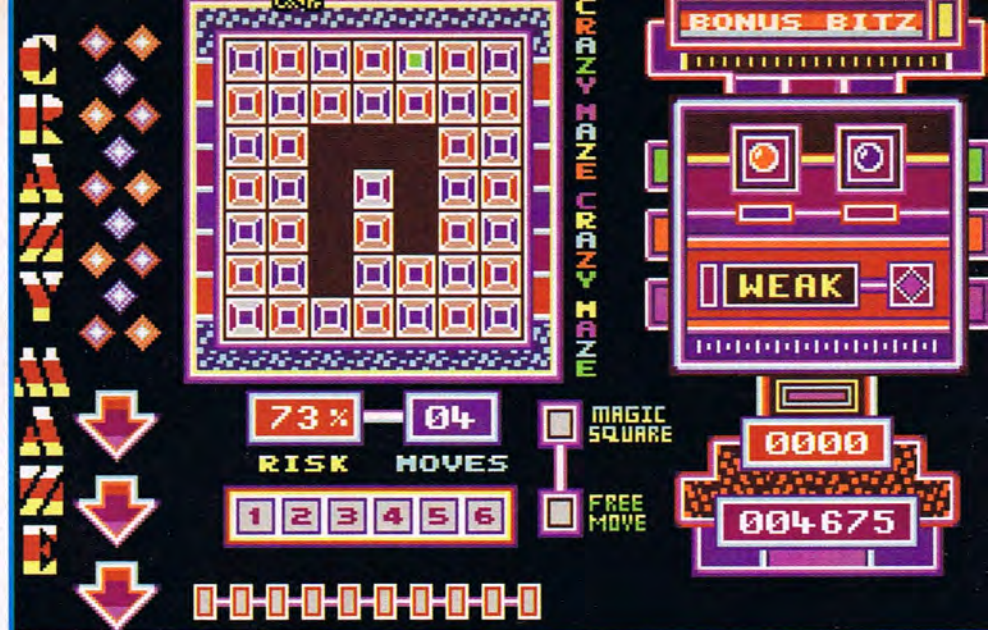
Give it a try

Manic Mind: this is based on Triplets, and is the first game you come across. It involves swapping triplets of squares with the exchanger, in an effort to find the target squares (each has a different colour scheme).

■ It's easiest to play *Manic Mind* by holding down one of your mouse keys and waiting, frankly. It's also a sight more interesting than trying to play it properly.



■ This. Just. Isn't. Funny. Any. More. Every. Sub-game. Looks. Exactly. The. Same. They. All. Play. The. Same. They are, to all intents and purposes, the same.



■ Look – this just isn't funny any more. A large screen full of complicated boxes scrolls down, and you hear a bleep. What's going on? Which box do you watch? Is there any element other than chance?

In reality this takes the form of clicking buttons almost at random. Meanwhile the game makes strange noises and shows nothing on screen, or it moves things around on screen but doesn't acknowledge them. Depends what it feels like doing, really. It's odd, unintelligible, and a little dull.

Whizz Word: a simple anagram puzzle game, played by swapping letters

either with the letter immediately to the right or one square along. Simple in concept, and simple in play, if a little dull.

Crazy Maze: it's not a maze, for a start. You decide how many squares forward you'd like to move, and you move that many squares forward. There's a percentage mark that informs you as to the risk of the computer rejecting your move. Hazardous, eh? Dull.

Dice Magic: based on a six-dice game, the aim is to get as many dice as possible reading the same value, by

either increasing or decreasing the value on every dice, or re-rolling single dice. Dice. Right. Dull.

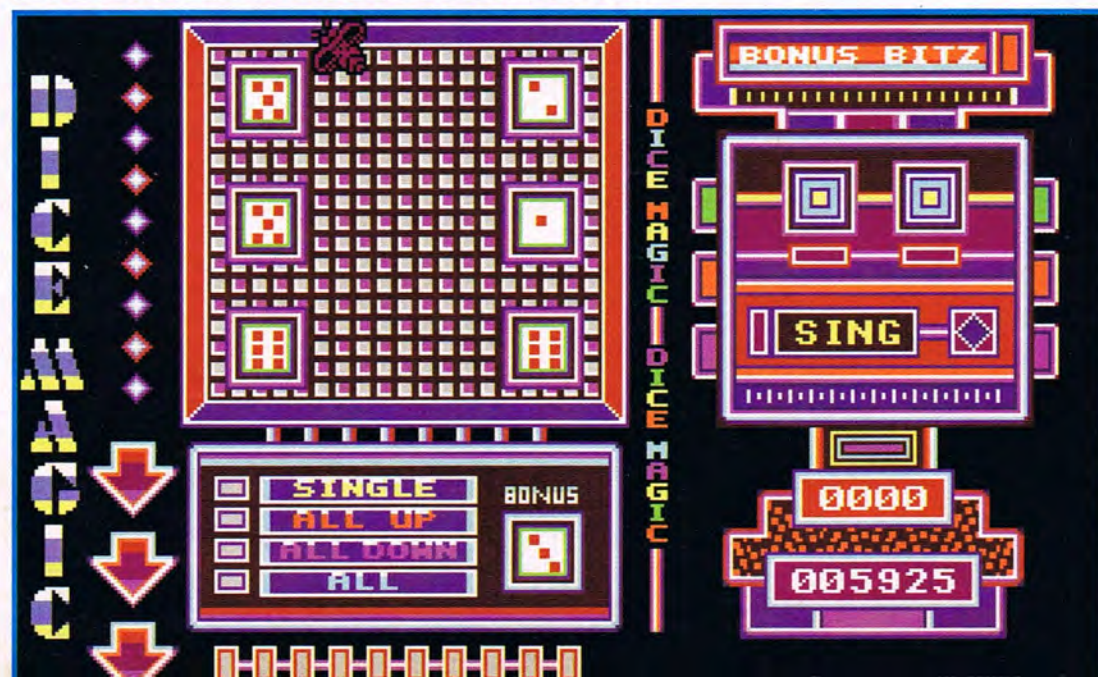
Now I don't want to be at all discouraging here, but is this really the way to go? It's indie software, but it doesn't always have to consist of dice, anagrams, hangman or pairs. These puzzle games never catch on with anyone, because there's virtually

nothing that couldn't have been done with a pencil, paper and some dice. Playing simple puzzle games may have been enough, but not 'crazy' ones.

'Crazy' is Noel's House Party. 'Crazy' is *The Big Breakfast*. 'Crazy' is Michael Barrymore. 'Crazy' is used for slightly weak, diluted, watery comedy that the *Radio Times* terms 'wacky'.

Crafty Crazy Capers isn't *Crafty*, or *Crazy*, and it's certainly not a *Caper*. Come on, indie people – how about a real game every now and again? **stf**

"With time and effort, experienced players may be able to distinguish between the different games"



Crafty Crazy Capers

£3.95 Nice Bytes, Flat 7, 64 Gwendolen Road, Leicester, LE5 5FE

Highs

■ It's quite relaxing just watching the pretty colours move around at random

Lows

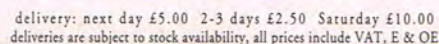
■ Crazy
■ Kooky
■ Wacky
■ Zany
■ Er, not

20%

THE BATTLE FOR EARTH
HAS BEGUN ...

**Please rush me a copy of ZERO-5 for my
Atari 1Mb STE or 4Mb Falcon030**

Please allow 14 days for delivery



RUGBY LEAGUE

In Rugby League there's only one thing more terrifying than tackling a 300lb Tongan prop forward, and that's telling said man-mountain that he's been dropped from the team. That's your job, that is.

The Rugby League Coach artists are obviously big Monty Python fans. You can tell because the main office inter-

"The finely-honed gameplay lacks bite and it's never clear where the heart of the game lies"

face has a real Terry Gilliam feel to it. All your actions are controlled by this extendable arm - you know the sort that would steal fig leaves from statue's naughty bits. It's odd,

and it looks a bit silly, but it helps to make Rugby League Coach that little bit different, so that at least you know which game you're playing. Which is more than can be said for many of its graphically limited football contemporaries, even if it does leave you half-expecting fish to ride past the window on bicycles.

Grasp this Daliesque nettle though and

it makes Rugby League Coach's more 'routine' management trappings feel pleasantly familiar. Played from the manager's desk, you get to control the training, the finances, the team and even the tea. By clicking between your diary, calendar, team

sheet and even a spreadsheet, the aim is to guide the lowly Thorne from third

division obscurity to the heights of the first division championship. Or, failing that, jump ship to a bigger club as soon as you can. You know the story. If not, go back and read the reviews of Premier Manager 2, Premier Manager, Championship Manager, Football Tactician, Football Manager 1-3, Brian Clough's Football



■ The thrill of match day. Watch the clock tick down, watch the other team's score rack up. Resign.

Fortune's, Player Manager... In fact any sports management game ever.

The players get trained, get more skillful, get injured, get sold

and get sulky, just as you'd expect. The fans are fickle and whinge about a 50 pence increase in ticket prices. The chairman gives you

grief, even when you win the match. It's all there, but to be brutally honest the sport itself makes little difference. It could be Rugby League, Rugby Union, Association Football or even full contact dominoes. The size and order of the team sheet



■ Five weeks into the season and spending still hasn't reached ridiculous levels. Right phone that Ducati dealer right now.

This Weeks News:

- Hull Kingston Second-row Sammy Bashforth is up for sale. He could realise a price of up to £115000.
- Barrow Centre-back Dennis Farrell out with a broken wrist.
- Huddersfield's schoolboy signing Giles Beecham is up for transfer. Beecham could fetch up to £26000.
- Sheffield Prop Larry Overtin out with a sprained ankle.
- Oldham Centre-back Lawrence Bellwood is up for transfer.
- He could go for as much as £28500.
- Wakefield Prop Joseph Rees is up for transfer.
- He could go for as much as £100000.

■ Read the paper and pick up tips on which players are crocked, which players are up for sale and what jobs are up for grabs.



LEAGUE DIVISION THREE 3.24

Barrow	0	Whitehaven	0
Keighley	0	Highfield	0
Nottingham	8	Ryedale	4
Workington	0	Doncaster	4
Hunslet	10	Thorne	2
Batley	4	Chorley	0
Blackpool	2	Dewsbury	4

■ Worryingly, all the other teams seem to have mastered the art of scoring points, which gives them a little bit of an advantage over Thorne, your team.

RUGBY LEAGUE, WHY?

As a Southern child I was always puzzled by four core facts concerning Rugby League. 1) Why did Grandstand insist on showing Rugby League live on the TV when there was football afoot? 2) There weren't any obvious rules. 3) It was distressingly violent. 4) To be honest it was all about them 'up north'.

Thanks to Rugby League Manager I have since realised the error of my

ways. 1) Rugby league has a huge and active supporter base, including Jill. 2) The rules have been tailored to make the game as exciting as possible for the spectator, so it suits TV. 3) The apparent violence masks genuine skill. Honestly. 4) And no, in fact many of the best players come from places considerably more southerly than Kent - like New Zealand. Bit like cricket, then.

COACH

are the only real clues as to the sport you're controlling.

Wigan out

Rugby League Coach's insistence on frittering away its primary asset is annoying. If being a rugby coach is important enough to be worth £30, then every aspect of the sport should force its way into play at every opportunity. Yet this feels more like *Pan-Generic Manager* than a specific Rugby League coach simulation.

As a result, the finely-honed gameplay lacks bite, and it's never clear where the heart of the game lies.

■ Pick the training for each individual. Make sure you vary the schedule or they'll all get really bored, their game will go off and you'll lose.

football management games, there just aren't enough buttons to push and levers to pull here. All the usual maths and tactical calculations are there but they're hidden away and your direct control is limited.

Much of the fun of management games is in exploring the maze of (often redundant) options, and working out your own priorities. Without them you end up idling away time at your pixel desk, watching the boys train from your bit-plane window, while waiting for the chairman to call. The lack of control and the game's slightly androgynous sporting feel

short of the line. It gets damn close, but it just doesn't quite score. Shame. **stf**

TRENTON WEBB

■ This what managers call home. It isn't much, but with a few cushions and some wall hangings I could make a go of it.

Because you've no direct control over the tactics – you can't choose which strategy your team will use in Sunday's game – your only effect on the matches

comes in the form of squad selection and substitutions. These are good, but just don't offer enough meddling potential, when compared to the top-end football simulations.

As a rugby management simulation *Rugby League Coach* is at the head of the pack, but then it's the only real contender. When it's compared to the wider genre of

MATCH RATING

1	G. MANLEY	4	FULLBACK
2	N. TETLEY	5	WINGER
3	P. HARGREAVES	4	CENTRE-BACK
4	B. FERGUSON	4	CENTRE-BACK
5	R. MUNROE	5	WINGER
6	P. KENNEDY	4	STANDOFF HALF
7	D. HOSKINS	4	SCUM-HALF
8	P. PALIN	4	PROP
9	S. HAYCOCK	5	HOOKER
10	C. SMITH	4	PROP
11	G. ELLIS	4	SECOND-ROW
12	C. CATERS	4	SECOND-ROW
13	R. HAMILTON	3	LOOSE-FORWARD
14	J. UNDERWOOD		LOOSE-FORWARD
15	A. NANEGA		WINGER
SUBS REMAINING: 4		✓	CONTINUE

■ What's the point? Why replace a readily warmed up donkey for a cold sub. Still, a rating of three really isn't that good, so maybe he should go. It's a dirty job, and you've got to do it.

■ Carefully scroll through your available personnel, then pick the squad at random. Well that's the way most managers seem to do it.

Rugby League Coach

£29.99 Audiogenic
0181 424 2244

Highs

- Slick (if silly) graphical interface
- A management game, that isn't about footie!
- The game mechanics are all there...

Lows

- ... you just can't get at them
- Not enough Rugby League

75%



ROBINSON'S REQUIEM 030



As an explorer of new, harsh and hostile planets, you have to be tough. You have to be quick. You have to be bleedin' stupid. *Robinson's Requiem* might just sort out the men from the idiots.

Would you like to hear a story? No? Tough. I was baby-sitting for a friend the other day, and the kids were camping in the back garden. I opened the door, and asked them if they wanted me to make them any sandwiches (just like it says on the advert).

"Explorers don't eat sandwiches," said the child in an incredibly annoying voice, holding up a string of raw, sausages and a frying pan.

It was at this point that I was faced with a decision. I could either go back into the kitchen and make them a large plate of cheerful sand-

wiches packed full of crunchy vegetables and salad things, or I could leave the bloody, disjointed carcass of some large, wild animal by their door and let them get on with it. The baby-sitting work kind of dried up after that.

"The programmers were obviously aware that they were working on a Falcon"

The kids were right, though – explorers don't eat sandwiches. In fact, explorers don't actually eat anything – the majority of them die face down in a jungle, dead from starvation, malaria or both. Alternatively, they come back and get involved in community youth schemes.

Robinson's Requiem, the obvious link to all of this explorer talk,



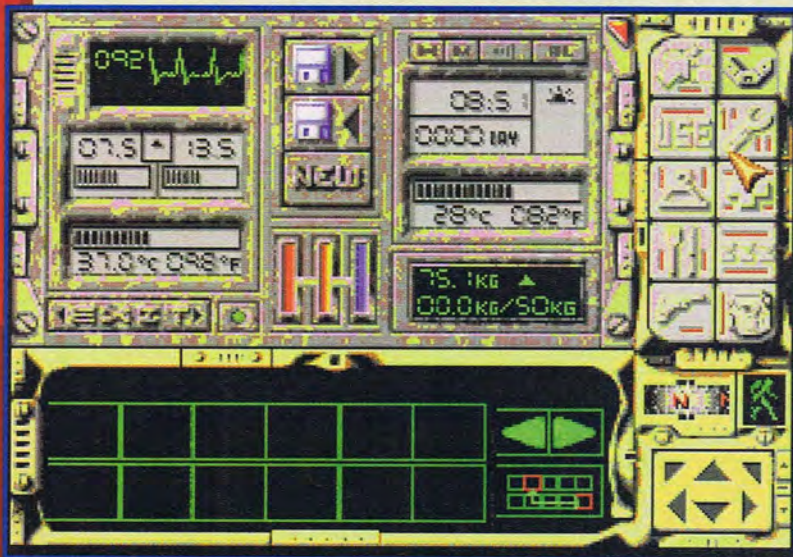
■ This is a game in which you'll not only have to learn your way around, but learn quite a bit of medicine as well. I'm getting good at that amputation lark...

knows how to test its explorers (that's you). It doesn't give you any sandwiches. In this particular case it doesn't give you anything, simply leaving you for dead in a crash on an unknown, prehistoric planet. This is your situation. Have you enjoyed life?

The game starts with you standing on that planet, in a grassy valley furnished with trees, a stream, an incredibly violent bloke, and quite a large chunk of debris from the crash. As you start to move around, you soon realise that this is no ordinary game, and it's certainly no ordinary game engine.

To start with, it's on the Falcon. This is not only an excuse for flashy sound effects, but also a chance to do some serious graphic work. *Requiem* is a first-person 3D adventure, using a free 3D system that enables you to move where you want, looking in any direction, and stops it from being a linear, blocky, slow version of *Dungeon Master*. In fact, *Requiem* probably owes more to *Doom* in the way it moves, though admittedly without the speed or fluidity.

The control system is straightforward, going for the *Ishar* approach of directional arrows and a set of iconic operations. These



■ Your biocomputer, keeping tight control of your health. Actually, that's a lie – it doesn't control your health, it just beeps when you're about to die horribly.

BILL T CAVEMAN

You're stuck on a prehistoric planet plagued by the dinosaurs of the time, and you've got nothing save what you salvaged from the crash. It seems fairly straightforward – you're stuffed. Or not.

One of the most startlingly new elements of *Robinson's Requiem* is the way you can use objects. You see, though a length of cord may be handy for strangling someone, and a stick may make a good pokey finger, they're both fairly primitive. The game has been designed in such a way that, you being the creative type you are, you can invent new tools,

manufacturing objects together. For instance, you could take your cord and stick and invent a bow, handy for shooting people.

If you find a needle and thread, and you happen to have some cloth lying around, you can make yourself some natty new threads (yellow is just so retro). And believe me, you'll need to get inventing – it's all very well punching out some bloke with an attitude, but you'll have to take on all kinds of beasts throughout the game, and you're going to have to be horribly well prepared. Get those creative juices flowing.

deal with manipulating objects, fighting, and other such activities.

And so you're left with your hero (Bob's a nice, holy name) to survive on this hostile world, spanning three square miles and including ten different climates (odd planet, this). Ultimately, you're trying to escape from the planet altogether, but this requires two things: a plan, and a live Bob to carry it out.

Survival of the fittest

Let's get this straight from the start: *Robinson's* is not an exploration game. Though there are heavy elements of exploration in the gameplay, the emphasis is always on survival, spending more time with your medical computer than with your map, and understanding exactly how much a crocodile can



■ If you get confused as to where you and where you're going, switch to the utterly unimpressive map.

Robinson's Requiem is also not a linear game – you never come across any obvious pointers as to what to do next. Instead you find paths, caves, holes, beasties or whatever at your own speed. If you take two days to make your way out of the first valley, so be it – the planet will still be there when you finish, and everything will be just as it should be. There's no real time limit, and there's no real scoring system. You just wander about, take a look around. That's it.

The first thing to hit you about *Robinson's Requiem* is the fact



■ Now there's something fishy going on. That spaceship looks quite all right. No worries. Might not pass its MOT, but it's in one piece...

hurt you if you leave it alone long enough. The maps and layout of some of the sections can get confusing at times, but there're never any mazes, and you'll never get lost. The auto-mapping facility seems to have decided exactly how difficult finding your way around should be, accurately mapping out the positions of everything from ferocious dinosaurs to interesting pebbles (no, shhhh – don't mention the pebbles).

that the programmers were very obviously aware that they were working on a Falcon. Everything, from the menu screen onwards, looks special. The game's intro is one of the best an Atari has ever seen, taking you through the ship's malfunction, via the atmosphere and out in the parachute, narrowly avoiding a pterodactyl as you fall. In fact, probably the only slightly duff element in the programming is the music which, compared to some of the work we've seen on both the ST and the Falcon of late, is a little

HE'S DEAD, JIM

You fall into a stream. Instead of climbing straight out, you decide to wade around for a bit (it makes a nice noise, y'see). When you do get out, you keep your clothes on, and walk around in the cold air until you eventually dry off. This isn't wise. You hear your own congested breathing, sneezing and coughing. You've got pneumonia. Lots of it.

It's surprising to play a game and find your bloke has caught a disease along the way. It didn't happen in *Saboteur* when you went swimming, and it definitely didn't happen in *Flashback*. It happens in *Requiem*, though – your bloke is prone to the same diseases you are, and you have to learn how to treat him.

And so the next, amazing element of *Requiem* comes into play, in which you start to take care of your bloke. If you had the good sense to search the wreckage at the beginning, you'll have found a medikit. This little box contains various sets of pills, bandages and other medical paraphernalia that all comes in handy for the many things that can (and will) go wrong.

Armed with only a medikit and an advanced medical computer, you can cure Bob of some of the most messy diseases, wrap the most broken leg, or even amputate limbs at choice moments, accompanied by Bob's screaming. It's his knife you have to use to do it. Mmmm.

under-produced on both technical and musical levels.

Sound effects? Well, Silmarils have obviously gone to great lengths to include as many sound effects as possible, from Bob panting after heavy activity, through water effects as you wade across a river, right up to the individual screams of some truly terrifying reptiles. It's probably worth noting that the dinosaur roars seem to come from the *Jurassic Park* school – the larger the scary thing, the more it sounds like the hooter on the QE2.

But then there're the graphics. You might've thought that the Falcon has generally been under-used when it comes to graphics,



■ I checked my arsenal, refusing adamantly to put a football gag on this page.

hill levels off to the flat ground, and when a little path cuts into the side of a slope, it looks, well, right.

This is an odd game. When you're playing it, part of you wants to keep playing until you've pushed Bob to the limits of his physical abilities (you know, hacked every limb off), while the other half says "yeah, nice game ideas, but they don't really gel, do they?". It's as though *Robinson's* has been created by a genius of a programmer, but you're never really sure whether you're having fun. It's a realistic survival game (well, as far as I could tell, with my limited experience) but survival isn't much fun, is it? But if you like the idea of an advanced, well-written survival-cum-adventure game, you can't get better than *Robinson's Requiem*. **stf**

SIMON FORRESTER



■ This has to be one of the most impressive option screens ever seen on a computer game.

but that's all changed. As well as flaunting a high resolution and even higher colour scale, *Robinson's Requiem* makes the most of the Falcon's mathematical ability in creating some of the most effective polygonal scenery going. When it comes down to it, hills are merely a set of brown, flat polygons, but the system in *Robinson's* works in such a way that, when the incline of the

NOT AVAILABLE IN ANY SHOP!

This is the kind of thing they always say at the end of TV ads for compilation CDs like *Moments and Together*. *Robinson's Requiem*

is nowhere near as soppy but is still not available in the shops. To get hold of your copy give Daze a ring on 0171 372 7435 and they'll sort you out.

Robinson's Requiem

£32.99 Daze Marketing
0171 372 7435

Highs

- Truly original concept
- Well implemented
- Amazingly slick presentation

Lows

- A little slow
- No Kendal mint cake

90%



■ "We're all worried about you. Are you sure you're eating properly?"

ARCADE

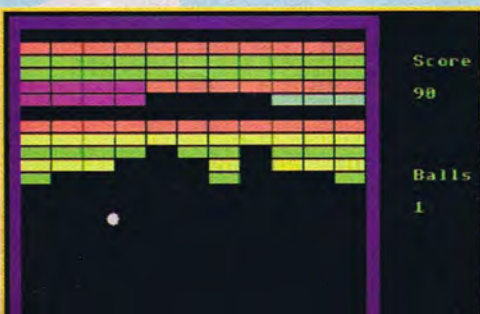
You may think that here at ST FORMAT we're devoted to the ST, but that's only partly true. Believe it or not, there was life before the ST.

Load up any game on your ST. Any game at all. Whatever the game is, you can guarantee it has roots in earlier releases for different machines. This isn't a case of the ST being unoriginal – these games have always been great and always will be – but you have to understand that they didn't start with the ST itself. Their history goes much further back than that – to the early arcades, where the original game genres and the concepts of gameplay were formed.

If you look on this month's Cover Disk, you'll find our homage to some of the old and, erm, *really* old classics of the computer game scene. If you can't get any fun out of these games then you're quite obviously beyond help. And if you can't spot any links between these granddaddies and the games you're clamouring at today, well, you're blind as well.

Breakout

Now this is one of the originals. When *Breakout* was first released, it was revolutionary. It was exciting. It was totally original, and it was crap by today's standards. It was still *Breakout* though, and this fact can't be ignored. When you load up *Arkanoid*, or get horribly mutilated playing any one of the several other *Breakout* clones, you'll know you're really paying homage to the original concept, first employed in *Breakout*.



The twist is simple – instead of a simple bat and ball game you're playing squash. The wall, instead of being solid, is destructible, the idea being to break out of the court, through the wall.

Our version of this classic is, admittedly, a simple PD version, but it's still true to the original, with a few additions but nothing to spoil the essential simplicity of one of the best computer games of all time.

Jetpac

It may not have been the first game ever, but it's still one of the

all-time classics, and anyone who's played this on the Spectrum will know why its been converted to the ST. It's one of the most addictive platform shoot-'em-ups ever. To try it for yourself, just look on the Cover Disk – instructions start on page 6.

The idea of *Jetpac* is to construct a rocket from the strewn pieces and fuel it, finally taking off, while being hassled quite heavily by an odd selection of aliens. Blurring the boundaries between shoot-'em-up and platform game, *Jetpac* was one of the first big-time arcade games to originate on a home computer, although this success was short-lived. The game never really made it on to the higher formats, partly because Ultimate, the company responsible for the original release, did a nose-dive shortly before the new wave of hardware came along.

Dropzone

It's one of the all-time original classics, and we

■ *Breakout* – a game that benefits hugely from the invention of the mouse.



■ *Jetpac* – a ridiculously good conversion of an utterly amazing Spectrum/VIC game. Though this version features new improved graphics and sound, it's still *Jetpac*.

managed to find an ST version (aren't we good to you). If you load up *Blaster*, you'll find a game that is, effectively, the granddaddy of the horizontally scrolling shoot-'em-up. Everything, from *R-type* to *X-out*, was influenced by the style and gameplay rules that both *Dropzone* and *Defender* started.

The idea is that a group of aliens are creeping down to the planet's surface to steal your livestock. Your job, armed with an

maximum of ten minutes before coming to the opinion that they patently have no idea what they're doing, and will have to be shown.

You then end up playing *Tetris*, despite the fact that you really have no interest in the game at all, while other people who also don't want to play the game stand, mesmerised, watching you, thinking that you're rubbish. That's *Tetris*. Everybody gets annoyed by it, but that's the way it works.

Developed by a Russian (had to be really, didn't it?), the game has turned a poor student into a rich student, because millions of copies have been sold on all formats worldwide. Rumour has it that the author is now poor again, having blown his fortune on a loaf of bread and some jam.

But whatever your tastes in games happens to be, you're bound to enjoy our *ST FORMAT* arcade selection. You've been playing them in one diluted form or another for years, and now it's time to play the pure, original version... **stf**

SIMON FORRESTER



■ The more cautiously named *Blaster*, a game based on the original horizontal shoot-'em-up, *Dropzone*.

enormous ship capable of immense destruction, is to stop them... without damaging the cows. In a stroke of genius, the control system means that you can fly in any particular direction at incredible speeds, turning the whole ship and thrusting in the other direction to slow down. Firing means, well, firing, but the directional and speed control is the part that really clinches it – *Dropzone* is an addictive winner.

Tetris

Whether you're in a twosome, or on your own, *Tetris* is still a deeply irritating game. It's irritating because although you probably have absolutely no interest in puzzle games, you can only watch someone else playing the damned thing for a



■ *Tetris*. Tends to trigger comments like: "NO YOU CAN'T HAVE A GO. Get OFF!"

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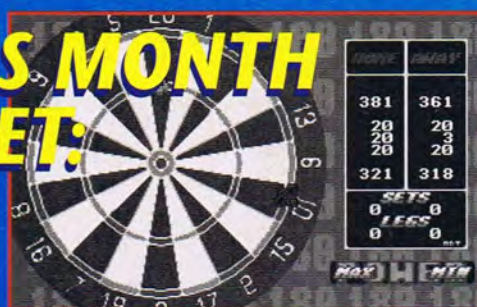


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Ten wonderful programs grace this month's disk. Subscribe, and you too can go around waving your Wonder Disk at other ST owners!
DARTS 180: this month's subscriber-only game laughs at those who think darts just isn't possible on a computer.

MUNCH: last month's **FORMAT** Gold winner, now available for subscribers only! Named after a Norwegian (our mistake last month see below may have started a war in Scandanavia). **Car Registration** – find out where your car came from, and when.



■ **Munch** is named after a Norwegian painter, not a Swedish one as incorrectly stated last issue.

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CAPS LOCK on! Handy...
Typrite – Swap the ST beep for a real typewriter noise!
Filemove – TOS 1.02 STF users can now swap files between directories!
Calamus Help-file – new help file for Calamus.

Desk	File	Edit	Print
Current Grocery List			
Almond squash	1.25		
Almond extract	1.25		
Aluminum foil	1.25		
Apple Juice	1.25		
Apples (red del)	1.25		
Asparagus (can)	1.25		
Bacon	1.25		
Barbecue sauce	1.25		
Grocery File			
Almond extract	1.25		
Aluminum foil	1.25		
Apple Juice	1.25		
Apples (red del)	1.25		
Asparagus (can)	1.25		
Bacon	1.25		
Barbecue sauce	1.25		
Bird seed	1.25		
Bird seed-sunflower	1.25		
Broccoli	1.25		
Broccoli (frozen)	1.25		
Broccoli (frozen)	1.25		
Brown sugar	1.25		
Buns (hamburger)	1.25		
Butter (stick)	1.25		
Number Items: 8 Total: 94.54			

■ **Go shopping the American way. You write the list and it does the maths!**

Car Registration information
 This vehicle was first registered between 1st Aug 1990 and 31st Jul 1991
 The county the vehicle was first registered in was Montgomeryshire
 I hope you will find this information useful!

Okay, Thanks

■ **Car Registration will restore your faith in programs that live up to their names.**

DA's Vector Pro extras – two smart fill patterns to run with last month's demo.
Jumble – educational game to keep the kids guessing.
Grocery – a shopping list creator from the US of A.
Caps – a tasty little Acc that tells you if you've left the

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Date

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To: The Manager

Bank/Building Society

Address

Postcode

ST ANSWERS

Clive Parker unplugs himself from FutureNet and takes a look at this pile of ST Answers.

Using icons

SOFTWARE I have noticed in the features about icons you say that TOS 2 icons can only be used on STs with TOS 2.06 installed. I have been using TOS 2 icons on my STFM with TOS 1.4 for some time using Teradesk, the PD replacement desktop.

Colin Thurlow, Canal Side, Scotland

A Yes, you can use Teradesk to display TOS 2 icons. Use Icon Juggler to sort out a set of icons and save the file with the name ICONS.RSC to your Teradesk installation disk. Teradesk can now use all the icons in the same way as TOS 2.06 does.

Upgrade misconceptions

HARDWARE What is the best upgrade for my 1040STE? I want to upgrade it to 4MBytes so that I can use Xenomorf 2 but I only have £100 to spend. When I have 4MBytes will I be able to play Falcon030 games?

Scott Booth, Co Tyrone, NI

A All you have to do to upgrade your 1040STE is remove the four 256K SIMM memory boards that are inside, and replace



■ This is a Falcon030, not an STE. You can add as much RAM as you like to your STE but it won't magically turn into a Falcon. If it did then Clive would be making a fortune buying second-hand STEs and turning them into Falcons.

them with four 1MByte memory boards. You can get 30-pin, 100ns (nanosecond), 1MByte SIMMs from almost any computer retailer for about £25. If you don't have a local computer shop then contact Marpet Developments on ☎ 01423 712600, they can supply you with the SIMMs you need.

Upgrading your STE to 4MBytes enables you to use Xenomorf 2 to its full extent apart from the image display – your STE is still restricted to displaying 16 colours at most on screen.

Upgrading the memory doesn't increase the STE's imaging capabilities, although you can still use Xenomorf 2 to create 24-bit images – you just can't display them on a standard STE.

You can view images with more than 16 colours using Photochrome 4, an excellent PD image viewer and converter available from all good PD libraries – see page 46.

Adding extra RAM to your STE doesn't turn it into a Falcon030. The Falcon is a completely different computer to the ST, although it is

compatible with some ST software. While you can run ST software on the Falcon030, you can't run Falcon software on the ST – there are just too many hardware differences. Take a look back at ST FORMAT 53 for full details of the Falcon's capabilities (and if you missed it turn to page 85).

Filemaster FD wanted!

SOUND I am looking for a MIDI editing program called Filemaster FD, designed to edit files for many different sequencers. Until recently it was distributed by Four Minute Warning in West Yorkshire but it is no longer available. Do you have any idea where I can get it from?

Daniel Affleck, Margate

A If anyone has a copy of Filemaster FD by Mississippi Software they wish to sell then please contact Daniel at: 4 Godwin Bungalows, Godwin Road, Cliftonville, Margate, Kent CT9 2HQ. Or you can call him on ☎ 01843 232282.

Which printer?

PRINTERS I have just purchased an STFM and upgraded it to 1MByte of RAM. I now want to buy a printer but I don't

STOS CORNER

Frank Charlton digs through the mighty STOS mailbag and comes up with a way to increase the palette of the STOS Sprite Editor on the STE.

Spritely fun

You can update the original STOS Sprite Editor to work with the enhanced STE palette, giving you 4,096 colours to choose from instead of the original 512. You need to have the STOS STE Extension installed for this to work. Just follow these steps:

1. In the STOS interpreter, load the STOS Sprite Editor directly – not as a STOS accessory – by typing in the following command:

```
LOAD "SPRITE.ACB"
```

2. Change line 35 to the following:

```
35 for x=0 to 15 : PAL(X)=colour(X) : next x
```

3. Delete line 60.

4. Add the following line:

```
90 for x=0 to 15 : e colour X,PAL(X) : next x
```

5. On line 30, change the value of RGBTX to 7.

6. Change line 850 to the following:

```
850 for x=0 to 15 : e colour X,PAL(X) : next x : gosub 11300 : gosub 11375
```

7. Alter line 3530 to the following:

```
3530 RGB=e colour(OLDC) : RGB(0)=(RGB and $f00)/256 : RGB(1)=(RGB and $f0)/16 : RGB(2)=RGB and $f
```

8. Change line 3535 to:

```
3535 for y=0 to 2 : locate RGBXT-1,RGBYT+Y*2 : print str$(RGB(Y))- " " : next y
```

9. Change the last part of line 3565 to:

```
if X<0 or X>15 then goto 3545
```

10. Alter line 3570 to:

```
3570 sprite C+2,XM,RGBY(C),12 : RGB(C)=X : locate RGBXT-1,RGBYT+C*2 : print str$(RGB(C))- " " : e colour OLDC,C
```

11. Change the last part of line 3595 to

```
e colour OLDC,RGB
```

12. Change the last part of line 6110 to

```
PAL(X)=e colour(X)
```

13. Alter the beginning of line 6115 to

```
e colour X,PAL(X)
```

14. Alter the last part of line 8238 to

```
e colour X,PAL(X)
```

15. From the start of line 10850, delete these parts:

know which one is suitable. Which printers are likely to be compatible with my STFM?

J J Baker, Ripley, Derbyshire

A In a nutshell, any Epson compatible printer should work with an STFM. When you buy a printer – dot matrix or inkjet – take a look in the manual for details on how to set it to Epson mode. Most of the time you can just select Epson printer drivers from your software if your specific model isn't actually listed in the Printer menu.

When selecting software, ensure that it has a good selection of printer drivers – Protext has hundreds of the things – and avoid older programs like 1st Word Plus which only have limited printer support.

If you want a dot matrix printer, 9-pin or 24-pin, then you won't go far wrong if you select a Citizen, Panasonic or Star printer. If you want an inkjet/bubblejet then choose a Star or Canon model. All these printers are totally compatible with the STFM.

Spectrum 512

A Back in September 1992 you gave away the Spectrum 512 program on your Cover Disk. Is it still possible to get the manual?

Eric Lathewell, Northampton

A The manual was available for £15 from GST Software – give them a call on ☎ 01753 549442 to see if they still have any

copies. If you still have that back issue of ST FORMAT then take a look at the details on the special offer form.

Bookworm

A I am looking for the MIDI and Sound Book for ST, apparently it is no longer in print. If any ST FORMAT reader has a copy they don't want could they sell it to me?

Mr L Russell, Ramsgate

A Blimey, someone else wants something from one of our readers – and he's from Kent too! Okay, if anyone has a copy of the MIDI and Sound Book for ST for sale, write to Mr Russell at: 1 Drybeck Avenue, Nethercourt Estate, Ramsgate, Kent CT11 0NX.

You should really send this type of query to the new ST FORMAT Reader Ads page – turn to page 82 for details. Don't forget that ST FORMAT reader ads are completely free. Gratis. They cost you nothing except the price of the stamp. And the envelope.

Corrupted disk

A Last month I used the new Menu program on your Cover Disk to unpack the software included. My problem is that I have ended up with a disk with half a game and a corrupted Cover Disk, and I didn't make a backup of the disk.

Steve Lewis, Milton Damerel, Devon

A Always, always, ALWAYS make a backup copy of your Cover Disk before you run any of the software on it, and that includes the Menu program. Make sure that the

first thing you do when you take the ST FORMAT Cover Disk out of its little baggie is to write-protect it by moving the little tab so that you can see through the hole.

You didn't say which disk you corrupted in your letter Steve. If you write to the Disk editor Nick Peers enclosing the disk he'll send you a replacement disk.



■ Having trouble with your Cover Disks? Back 'em up, we say. Write-protect them too, and you'll avoid problems.

Old, old printer

A After having no problems using my Amstrad DMP 2000 printer to print text, I find that I am now having problems generating graphics output. All the instructions in the manual have examples in Amstrad Basic, BBC Basic and Commodore 64 Basic. Is there any way I can adapt these programs to print graphics using my ST?

Keith Whitnall, Oldham, Lancs

A Your main problem is that you have an old, old printer. The Amstrad DMP 2000 was specifically designed for use with the old 8-bit Amstrad computers about ten years ago. While the control codes used by the printer are just about



■ Printers eh? We love 'em. Remember that any Epson-compatible printer works with the ST, except on the second Tuesday of the month if it's a full moon.

fade 1 : wait 7

16. Delete line 10851

One last thing, to use the extended sprite palette in your own programs, use this line:

```
A=hunt(start(1) to
start(1)+length(1),"PALT")+4 : for B=0 to
15 : e colour B,deek(A+B*2) : next B
```

This gets the correct sprite colour palette. Note that the command:

```
P=palt(start(1))
```

used in *The Missing Link Extension* doesn't retrieve the correct STE palette.

Scott Eyans, Cardiff

stf: Phew! Thanks for that, Scott – you obviously put some work into that. Now every STE-owning STOSser can update their sprites. Be warned, though – always do something like this on a backup, and not the original.

Stosser no more!

We were going to run a story here about the fact that Stosser is no more – except that at the last minute we discovered that it is in fact now to continue – see the News pages for the full story (page 11).

The magazine has now been taken over by Bob Goodfellow, who you can contact at: 2a Colvin Street, Dunbar, East Lothian, Scotland. Don't forget that Stosser can only continue with your support, as one of our readers pointed out in a letter in our Feedback pages. Send your STOS routines or any other ideas or articles to Bob – it's your contributions that keep magazines like Stosser alive.

Pick a packer or two

I have a second-hand copy of STOS and the STOS Compiler, which I use for producing simple games for my family. I used to use GFA Basic, and I now notice that STOS produces huge files after I've compiled them to disk.

I want to get each game and its data files on to a single disk, because my children can get confused when swapping them about. I've heard about program packers, but there seem to be lots of them!

Which are best for reducing the size of my compiled programs on a 1MByte STE?

Jack Braun, Shelley

stf: Most games and demos written in STOS are packed using one of three popular packers – Packlce 2.40, Atomik 3.5 or SpeedPacker 3. In terms of overall reduction in size and unpacking speed, there really isn't that much of a difference, but SpeedPacker is slightly different in that the code for depacking isn't attached to the packed program, which is why they're slightly smaller. You need to put a little program in the Auto folder to do the job. Any of the packers will do, and they're all available from your favourite BBS or PD library – turn to our Public Sector pages (page 46) for a list of libraries.

Missing Link registrations

Remember the whizzo *Missing Link Extension* we gave you on ST FORMAT Cover Disk 51? The original programmers aren't handling the registrations any longer – instead Mike Goodman at Goodman International PDL is now supporting *The Missing Link* and the *Misty Extension*.

Both shareware fees are the same as before, but you need to get in touch with Goodman International

good enough for printing text, there is no way that you can print out in Epson-style graphic mode because the facility just doesn't exist within your particular printer.

You need a modern Epson-compatible printer. I know you said in your letter that you don't want to buy a new printer but you really have no choice if you want to print graphics. You can get a new printer for around £100 – just take a look at the ads in this issue of ST FORMAT.

Upgrading idea

HARDWARE I have a 520STFM and I've been thinking of upgrading to an STE, and I also want to get the DeskTopper. Would it be possible to make an STE from just an STE motherboard, some parts from my old STFM, some SIMMs and the DeskTopper?

Duncan Holbrook, Ludlow, Shropshire

A It's certainly an interesting idea, Duncan. After long and considered thought I've come to the conclusion that it is possible – but with a few qualifications.

You can certainly use the power supply and the internal disk drive from your STFM if it's double-sided – if it's single-sided then you need to buy a new drive. You can use the base of the STFM to mount an STE motherboard because the fixing points are the same,

although you'll have to cut out new holes for the analog ports, the Sound Out phone ports and some of the other ports that have changed position slightly. You may be better off buying a new STE base. Most of the major suppliers that advertise in ST FORMAT can provide the parts you need.

Bear in mind that by the time you have bought an STE motherboard, double-sided drive, SIMMs and an STE base you could have bought a second-hand – or even new – STE.

Geneva conventions

SOFTWARE In issue 55 you said of Geneva that "newer programs designed to be MultiTOS-compatible run faultlessly with Geneva as long as they don't rely on the Falcon's hardware". Does this mean that any software for my Falcon that uses the DSP, the DMA and the Codec chip won't work if I run it under Geneva?

Petit Joseph, Namur, Belgium

A No, all of the Falcon's hardware works perfectly when running under Geneva. I think you have misunderstood what I was saying in the Geneva review. I reviewed Geneva on the Atari STE, not on the Falcon030 and the line you quoted refers to the STE, not the Falcon. Perhaps it would have been clearer if I'd said "newer programs designed to be MultiTOS-compatible will run

faultlessly on the STE with Geneva as long as they don't rely on the Falcon's hardware." Sorry for any confusion I may have caused.

The bigger, the better

HARD DRIVES I have a Falcon030 that I have bought for music and direct-to-disk recording. I am thinking of getting a hard drive – do you recommend an internal or external drive? What size should I get, and where can I get hold of it from?

Anthony Love, Cleveland

A If you are thinking of getting a hard drive for direct-to-disk recording with your Falcon then you should get an external unit. In this way you can retain the internal hard drive for your software and use the external drive for storing your actual direct-to-disk recordings. Also, external SCSI hard drives are much faster than the internal IDE (intelligent drive electronics) drive and more suited to direct-to-disk recording where you need the fastest access times possible.

When it comes to storage capacity, you must remember that direct-to-disk recording takes up a huge amount of storage space. If you are recording at 44.1KHz in stereo then you're talking about 10MBytes of storage for each minute of direct-to-disk recording. That means that a 50

minute CD takes up 500MBytes of hard disk space, so there's not much point in getting a 50MByte or even a 100MByte drive. Your minimum target should be at least a half gigabyte drive – that's a massive 512MBytes.

If you want a good, reliable external hard drive for direct-to-disk recording, contact System Solutions on 01753 832212. Their MiniS range of external SCSI hard drives are fast, small in size, quiet and totally reliable – and System Solutions offer just about the best customer back-up services you can



■ It's small, white and it's the MiniS drive – probably the best SCSI drive you can get for the Falcon030.

PROGRAMMING

ASSEMBLY POINTERS

Tony Wagstaff shows you exactly how to use and abuse dialog boxes in this month's breathtaking instalment of Assembly Pointers.

Dialog Text

Could you please explain how I can read the text entered in a dialog box after it has been displayed. Also, can I set it to some default text before displaying it?

J Worth, Brighton

stf: The text is displayed and edited in a G_FTEXT or G_FBOXTTEXT object in your dialog, as created with a resource construction kit. To see how you can read and change this text, you need to understand something of how each object of a dialog's object tree, or indeed any object tree, is stored in memory, once the RSC file has been loaded with `rsrc_load`. Each object, be it a button, a box, or the editable text strings you're concerned with, is represented by a basic 24-byte structure. You can use the `rs` instruction to obtain information from this structure:

```
rsreset
ob_next rs.w 1
ob_head rs.w 1
ob_tail rs.w 1
ob_type rs.w 1
ob_flags rs.w 1
```

```
ob_state rs.w 1
ob_spec rs.l 1
ob_x rs.w 1
ob_y rs.w 1
ob_width rs.w 1
ob_height rs.w 1
ob_size rs.w 0
```

The particular field you're interested in is the `ob_spec`, or object-specific field. As its title suggests, this contains different information for different types of object.

For the two editable text objects, it holds the address of yet another structure, the `tedinfo` structure.

```
rsreset
te_ptext rs.l 1
te_ptmplt rs.l 1
te_pvalid rs.l 1
te_font rs.w 1
te_fontid rs.w 1
te_just rs.w 1
te_color rs.w 1
te_fontsize rs.w 1
te_thickness rs.w 1
te_txtlen rs.w 1
te_tmplen rs.w 1
```

If you create a dialog called `DialogLabel`, and a G_FTEXT or G_FBOXTTEXT labelled `Editfield`, (most kits will produce an include file for you, which has the labels' values) then you should be able to obtain the address of the dialog's object tree with the following call:

```
include gemmacro.i
rsrc_gaddr #0, #DialogLabel
Now we calculate how far down
the tree the edit object is.
move.l addr_out, a0
moveq #Editfield, d0
mulu #ob_size, d0
lea 0(a3, d0), a0
```

A0 contains the address of the `Editfield` object structure. You can replace it with `ob_spec`, which is the pointer to its `tedinfo` structure:

```
move.l ob_spec(a0), a0
```

The fields of this structure that you can now concern yourself with are `te_ptext` which contains the address of the text to be displayed, and `te_txtlen`, its maximum length. You don't want to overwrite this.

```
lea editstring, a1
move.w te_txtlen(a0), d2
subq.w #2, d2
move.l (a0), a0 *grab te_ptext
next_char move.b (a1)+, d0
beq.s copied
move.b d0, (a0)+
dbeq d2, next_char
copied clr.b (a0)
```

The string has been copied into the resource, and you're now ready to draw the dialog in the normal way. Reading the dialog entered by the user is simply a mat-

ter of copying in the opposite direction.

Window Text

I am learning to use GEM, and have been following your tutorials. How do I write to and read from windows?

Stephen Davies, Victoria, Australia

stf: Use `v_gtext` to write text to a window. For the top line of text, you can calculate the x and y co-ordinates from the work area of the window obtained via `wind_get`. The speed of your redraws can be improved by aligning the x co-ordinate on a byte boundary – that is, it should be divisible exactly by eight.

Call `vst_alignment` with `intin+0` set to #0 and `intin+2` set to #5 so that the coordinates refer to the top left of the text. You are now almost ready to call `v_gtext`, but not before you walk the rectangle list, as we showed you in issue 47.

Once you've set `vs_clip` using the rectangle list, you can call `v_gtext` with the calculated coordinates, and only that part of the text which falls inside the clip area will be drawn.

For subsequent lines of text, use the height of the font, which can be found by using `vqt_fontinfo`, to calculate the y co-ordinates.

You can't read from a window as such, the way to check for text entered by the user is with the `event_multi` call.

SOUND MUSIC AND MIDI

Andy Curtis steps out to the beat and gets his body in perfect shape for some more musical questions and answers.

Aerobics

I teach several classes of fitness freaks and dance students doing advanced aerobics and general fitness exercises to music, or more specifically to a beat. The problem is that the music usually runs out before we're done and we require music in a wide variety of beats and tempos. If we repeat the music track there is always a 'clunk' and a gap while we try to join them together. It strikes me that our redundant ST could be put to good use to create music/rhythm tracks to dance to and the repeats could be made to go on as long as we need. Suggestions for a way to do this would be appreciated.

Adrian Naire, London

stf: Your ST could well be the tool for the job you have, Adrian. There are a couple of different ways of approaching this, however. The first way involves no extra hardware at all, just a loud monitor or TV.

Get hold of a package like Pro-Tracker STE from your local PD library or

BBS and you will be able to program real drum samples to fit the rhythms and tempos you need. Save each variation as a separate MOD file and simply load them in as you need them. They can easily be set to cycle continuously.

The other way to approach this challenge with ultimate sound quality is to buy a drum machine and get hold of some sequencer software – such as Sequencer One from Cover Disk 30.

Tools of the trade

I use Cubase version 2 and the Yamaha MT3X four-track cassette recorder. I have been trying, with little success, to get the tape synchronisation facility to work. The manuals for both are unclear which sockets on the computer to use to get the audio signal from. I have tried the phono sockets on the back of my ST but I seem to only get the metronome through these. Please can you put me on the right track?

Les Fields, Burnley

stf: We sure can, Les. You are missing one important link in the synchronisation chain, the sync box itself. These vary in price from £100 upwards. The sync box connects to a MIDI output from your MIDI thru box or patchbay and you then need

to create an audio link between the sync box and your tape machine.

What they do is to convert digital MIDI signals into sound that can be recorded on your MT3X. On playback it will convert the sound back into digital MIDI signals which your sequencer will lock on to. The best thing is to have a chat with the people at your local music store and let them know you're using an ST with Cubase version 2. They can advise you what to buy.

Cubase magic?

Every time I run Cubase under the new MagiC operating system I get a line of text saying: "Memory block destroyed by user program," or something like that. The system tries to recover but my computer always ends up crashing. I use a Mega STE with 4MBytes of RAM and an Atari mono monitor. There are no Desk Accessories loaded when this happens. Is there a problem with MagiC, or am I perhaps doing something wrong?

Chris Tate, Newcastle

stf: Unfortunately, at the moment, Cubase has a shortcoming that makes it unable to work with MagiC. A little bird told us that Steinberg are aware of this

and have approached the authors of MagiC with a view to sorting the problems out. However, we can make no guarantees as to the time scale and it might well be sometime next year before anything is released. Watch this space, we'll keep you updated.

Velocity insensitive

I have a Yamaha Portasound keyboard with a MIDI socket on the back, but however hard I hit the keys it doesn't seem to go any louder. If I use MIDI through it, will the loudness change, like a piano, according to how hard I hit the keys?

A Trench, Bolsover

stf: If your keyboard doesn't respond to changes in velocity when played on its own then when used as a MIDI output device it will still only output a single velocity. However, if you can use an external, touch-sensitive keyboard to fire the sounds in your Portasound via MIDI, you may well discover that they respond to the note velocity messages.

See if you can borrow a keyboard from someone to try this. To be honest, if you are serious about MIDI it would be well worth getting hold of a touch-sensitive keyboard yourself.

find. My advice is to call System Solutions to order your hard drive, tell them you want it for direct-to-disk recording and tell them that I sent you.

System Solutions also supply a great range of professional music and MIDI software, including Cubase Audio which is designed specifically for the Falcon030 and direct-to-disk recording – bear it in mind.

Spread 'em

SOFTWARE I am looking for a good spreadsheet program – one that has good graphic abilities. I need to be able to export an IMG file into Calamus and I need to be able to print out a

spreadsheet using my BJ10 bubble-jet. I mainly use Gemcalc and Sheet 2.0 at the moment.

Lee Hopkins, Reading, Berks

A There's couple of options you can try. You can't save a spreadsheet document as an IMG file in any of the spreadsheets we know of. However, you could get Imagecopy Colour 3 from the FaST Club (☎ 0115 945 5250) for £19.99 and take grabs of the screens generated by your current software, you could then import the grabs into Calamus for printing. The problem arises when a spreadsheet document is larger than the screen, you can't grab it all.

Alternatively, you can get K-Spread 4 – an excellent spreadsheet with Epson compatibility. Change your printer to Epson mode then use the normal print options. You can get K-Spread 4 from the First Computer Centre for £74.99. HiSoft AVR – who now own the rights to all Kuma software – are working on an update to version five, give them a call on ☎ 01525 718181 for details.

Finally, you could get AtariWorks with SpeedoGDOS. AtariWorks is a combined document processor, spreadsheet and database that prints using SpeedoGDOS fonts and printer drivers, including Canon BJ10 drivers. It costs £129 from HiSoft AVR, including SpeedoGDOS. Remember that to get the best results from AtariWorks and SpeedoGDOS you need at least 2MBytes of memory, a high resolution monitor and a hard drive.

They're just not Falcon-compatible. Remember that you can format high density (HD) disks to 1.44MBytes from the Falcon's Desktop – do you really need more disk capacity than that?

If you do, then the latest version of Fastcopy Professional has been upgraded to work with the Falcon030. You can use it to make extended format disks with storage capacities of up to 1.7MBytes. We recommend that you never format a high density disk to any more than 80 tracks and 20 sectors, to ensure that there is no data loss. You can get Fastcopy Professional from the FaST Club – give them a ring on ☎ 0115 945 5250 for current prices and a copy of their catalogue.

Holocaust bombs

DISKS I read with interest the letter in ST FORMAT issue 59 about Holocaust from Cover Disk 57 bombing on TOS 2.06. Is this the same as Rainbow TOS? The reason I ask is because I have Rainbow TOS in my ST and Holocaust bombs on loading.

Finally, does Captain Blunder keep the stamps from SAEs sent to him with problems? I ask this because I have written to him twice with SAEs enclosed and he hasn't bothered to reply.

Douglas Baird, Carnock, Dunfirmline

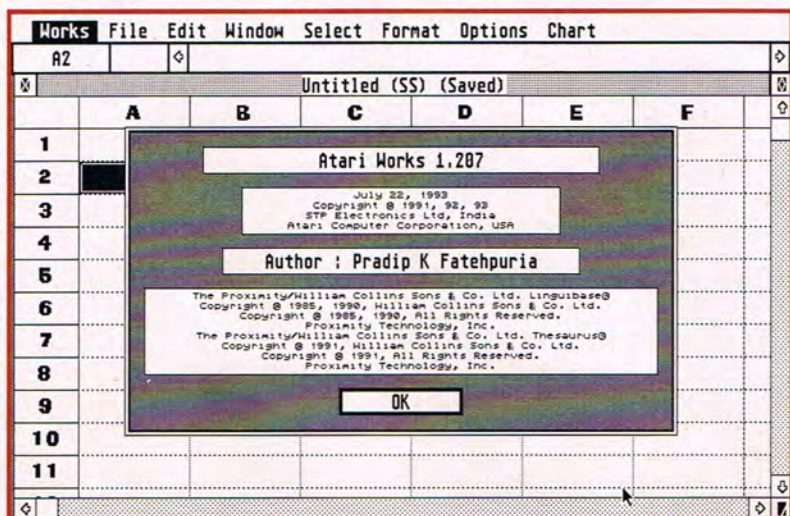
Crashing formatters

DISKS My Falcon030 crashes whenever I try to use a disk formatting program like Bitzcopy, although the Desktop formatting routine works fine. When any of my replacement formatters try to write to disk the Falcon crashes with two bombs. Is there a fault with my Falcon?

Rowan Moys, Weston-Super-Mare, Avon

A There's nothing wrong with your Falcon030. The problems lies with the copying and formatting programs you are trying to use.

A Send your Cover Disk to: ST FORMAT, April Disk Returns, PO Box 21, Daventry, NN1



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GFA TOOLBOX

If you want to send your GFA queries directly to Mac Marsden, you can e-mail them to him at: mac@mentor.demon.co.uk.

Timed-out!

Is there a command in GFA Basic that would enable me to print the current system time on the screen? I would like to have it displayed in a program I'm writing. Also, is it possible to update the time on the screen throughout the running of my program?

Michael Dorn, Fort Augustus, Scotland

stf: Yes, you can use the built-in variable `TIMES` to access the current time. The drawback with the variable `TIMES` is that it is only updated by the computer every two seconds. If this is acceptable to you, then replace `PROCEDURE` time listed below to hold `EVERY 200 GOSUB` time! Place the following line at the start of your program:

```
DO
' YOUR PROGRAM HERE
PRINT AT(1,1); "PRESS A MOUSE
BUTTON TO END"
LOOP UNTIL MOUSEK
PROCEDURE time
LOCAL t$
t$=TIMES
IF t$ = timer$
MID$(timer$,8) =
SUCC(RIGHT$(timer$))
ELSE
timer$ = t$
ENDIF
```

5BU - and they will send you a replacement disk. If you have problems with your new copy then call our helpline on Wednesdays between 2pm and 6pm on 01225 442244.

Unfortunately we are unable to answer postal queries by letter, even if an SAE is enclosed. We get so much mail every month that we would never be able to write the mag if we answered every letter we received. It may sound harsh, but there just isn't the time.

PhotoCD

SOFTWARE I need to be able to read PhotoCD images, retouch them and then save them in a format I can import into Calamus SL. I have all the hardware I need for my Falcon030, including a CD-ROM drive - I just need the correct software now.

Andrew Lee, Basingstoke, Hants

A There are a couple of good programs that can read PhotoCD images from CD-ROMs. First is Studio Photo from COMPO Software, which has almost all the functions you'll ever need for retouching PhotoCD images and can save in loads of image formats suitable for

```
PRINT AT(10,10);timer$
RETURN
```

Copying

I want to write a small GFA Basic program which would include a routine to copy a file from Drive A to Drive C. I have tried many times to accomplish this small task and failed miserably. Please could you print a few lines showing exactly what to do.

Jonathan Demmy, Swindon

stf: The following code is just one possible way of copying a file using GFA Basic.

```
PROCEDURE copy
LOCAL b%
OPEN "I", #1, "A:\STFORMAT.PRG"
OPEN "I", #2, "C:\FORMAT.PRG"
b%=LOF(#1)
WHILE b%>32000
PRINT #2, INPUT$(32000, #1);
SUB b%, 32000
WEND
PRINT #2, INPUT$(32000, #1);
CLOSE #1
CLOSE #2
RETURN
```

PROCEDURE copy starts by opening your original file and creating the destination file on Drive C. It then finds the length of the file to be copied using `LOF(#1)`. The `WHILE - WEND` loop continues to pass your file code from A to C until there are no more bytes to be moved using `PRINT #2, INPUT$(b%, #1)`. Once the file has been copied both files are closed (`CLOSE #1 & CLOSE #2`) and the `PROCEDURE` exited with the job done.

Stern ST FORMAT Warning: Be very careful what you copy - if you copy professional programs you will be in breach of copyright.

Get and put

Are there commands within GFA Basic that'll let me copy an area of the screen to disk, which I could re-load and use as a display later in my program?

Pauline Hunt, Marston, Oxford

stf: A rectangular part of the screen can be saved using the following routine:

```
GET x1,y1,x2,y2,picture$
BSAVE "a:\picture.pic", V:picture$, LEN(picture$)
```

Where `GET x1,y1,x2,y2,picture$` takes a snapshot of an area of the screen with the top left co-ordinates `x1,y1` and the bottom right co-ordinates `x2,y2`. `BSAVE` or `BLOCKSAVE` saves your code to a specified file. You could load your picture back on screen using this routine:

```
OPEN "I", #1, "a:\picture.pic"
b% = LOF(#1)
CLOSE #1
pic$ = SPACE$(b%)
BLOAD "a:\picture.pic", V:pic$
PUT x,y,pic$
```

The `OPEN` and `CLOSE` commands get the length of the file to be loaded in, the array `pic$` is then filled with enough spaces to allow the code to be loaded. `BLOAD` then loads in the code into the array `pic$`. The command `PUT x,y,pic$` places the picture on the screen at the co-ordinates `x,y`.

Hard drive connected?

Is there any way in GFA Basic of detecting whether or not a hard drive is connected to my ST? I'm trying to write an installation program that would install my finished routines to a hard drive partition, if one were to be connected.

Mark Lennard, Pucklechurch

stf: You can check if a hard drive is connected using this small piece of code:

```
IF PEEK(&H472) <> 0
diskon! = TRUE
ELSE
diskon! = FALSE
ENDIF
```

If `diskon` is `TRUE` then a hard drive is connected; if it's `FALSE` then no hard drive is connected, or if it is, it's not working.

Touch up!

I would like to update the time a file was saved to disk - is there an easy one word command? Or do I have to load it back in and then re-save it again?

William Levy, Thurrock

stf: The command you are looking for is `TOUCH` as shown in the example below:

```
OPEN "U", #1, "A:\STFORMAT.DAT"
TOUCH #1
CLOSE #1
```

To begin with you must open the file. Then, using the command `TOUCH #1`, alter the date and time, and then close the file. Good luck!

Calamus SL, including TIFF and GIF formats. It costs £79, you can contact COMPO on 01487 773582.

The other program you could try is GEM-View 3, a shareware image viewer and converter that is fully PhotoCD compatible. In fact, GEM-View 3 is probably the best image conversion software available for the ST and Falcon030 and is updated almost monthly. You can get GEM-View 3 from any good PD library or download it from CompuServe, CIX or from most BBSs. It does have a 30-day usage limit that disables some of the `Save` functions unless it is registered. Registration costs £18, full details are contained in the document files supplied with the GEM-View disk.

Jaguar wanted

HARDWARE I want to buy a Jaguar, but I don't know where to get one from! Also, could you improve the Jaguar coverage in ST FORMAT? No other magazine covers Jaguar software. **Lloyd Hannis, Walsgrave, Coventry**

A You can get Atari Jaguars from several places. You can order a Jaguar from Silica Systems for £229 including Cybermorph by calling 0181 309 1111 and using a credit card. Silica Systems also have stores around the country in Debenhams - your nearest stores are in

Manchester or Sheffield if you want to call in. If you want Jaguar coverage then take a look at our sister magazines: Edge, GamesMaster or the new Ultimate Future Games. All new Jaguar games are reviewed in detail with plenty of screenshots for you to drool over. We're here to serve... **stf**



■ Yeeeeeeuch! Atari are claiming *Alien vs Predator* as the next generation of video games. It combines the thrill of the *Wolfenstein* perspective with a great film/movie tie-in.



The Gold Standards

Last month's STF carried a round-up of the products that, over the years, had been awarded the accolade of an ST Format Gold. We were delighted to see that 22 of our titles achieved this high status, and 16 of them are still current products! Who else can give you the professionalism, the attention to detail and, above all, the commitment to the ST/Falcon market than the company that sets the standards...

10011101
00110110
11110000

Programming

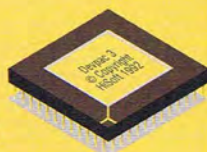
Lattice C 5 90%



HiSoft BASIC 2 90%

HiSoft Devpac 2/3

95%/91%



Az

Word Processors

papyrus GOLD 91%



Utilities

Diamond Back 2/3 92%/95%

Harlekin 3 94% XBoot 3 92%

SpeedoGDOS 4 92%

Diamond Edge 90%



Video/Music



VideoMaster 92%



Quartet 94% Replay 16 92%



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The Atari Compendium 91%

Modern Atari System Software 90%

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Papyrus Gold	£129.95	VideoMaster ST RGB	£99.95
Diamond Back 2	£29.95	VideoMaster Falcon RGB	£129.95
Diamond Back 3	£49.95	Replay 16	£129.95
Diamond Edge	£49.95	Quartet	£49.95
Modern Atari Sys S/W	£19.95	The Atari Compendium	£39.95

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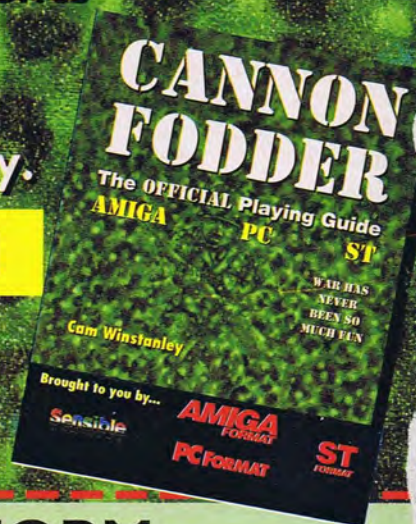
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Team's a soccer game that's only going to run on the STE and Falcon. Nick Peers and Simon Forrester ask the obvious question: why?

Team

TEAM

WRITTEN BY:

IMPACT SOFTWARE

PUBLISHED BY: IDS

PRICE: £24.95

MACHINES: ALL STES, FALCON,

1MBYTE REQUIRED

DUE: NOVEMBER

Team looks set to follow *HERO* in firmly establishing IDS as a powerful new player in the ST games market. It looks like being the game that *Goal!* should have been, but has been designed and coded by Impact Software who consist of three people: Ralph Lovesy who did the coding, his brother Greg who composed the music and Jocelyn Daue-Vienne who created the graphics.

Having stolen an illegally fast company car, Nick and Simon, accompanied by Steven Raynes (ex-Aquila PD), escaped into the country for, er, some serious investigative journalistic purposes. Finding themselves in Syresham in Northamptonshire, they discovered Ralph and his brother. Sniffing an interview, the three decided to team up and interrogate the two, and immediately got straight to the point:

That question

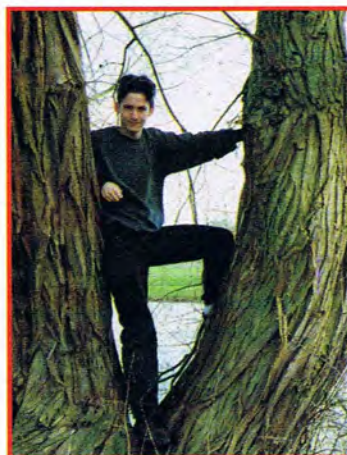
Why program another football game when *Kick Off* and *Sensible*

Soccer have dominated the scene for so long? Ralph: "I thought the STE needed a football game because the others are so below par, considering the machine's capabilities. I was a fanatical *Sensible Soccer* and *Kick Off* supporter, but I feel *Kick Off* fans in particular have been putting up with some annoying glitches: the fact that players can disappear, flicking green rasters and goals that are only partially drawn, with the goal-keeper walking on the crossbar. On the other hand, while *Sensible Software* did a more professional job, I have less respect for them, because *Sensible Soccer* was in no way innovative."

Team is STE-specific, and when you consider the use it man-

"Kick Off fans put up with annoying glitches... *Sensible Soccer* was in no way innovative"
Ralph Lovesy

ages to make of hardware scrolling, the blitter, overscan and other STE-only features, it's not hard to see why. Ralph wants the game to be an accurate simulation in which the ball obeys physics, unlike *Sensible Soccer* "where the ball is like a blanc-mange when it falls". Thanks to overscan mode, which expands the available screen by 40 per cent, the players can be larger and more detailed than they are in *Sensible Soccer*, without reducing the size of the pitch seen on screen. Ralph



■ This is, er, Ralph Lovesy, and he's, um, up a tree. But at least he's fully clothed (unlike some pictures we get).

even manages to get 32 colours on screen at once from the STEs enhanced palette of 4,096, while the whole thing runs at 50 frames a second making the game run smooth and fast. "It was really hard to do - it took me a month just to get the entire screen thing working properly."

Wot no STFM?

There are good reasons why *Team* won't be appearing on all STs. "Even on the STE the game is always close to the limit, and that's with the blitter and hardware scrolling. To do it on the STFM you'd have to do all the sprites using software routines, and copy the entire screen every time, which is why there haven't been any football games so far with a proper



■ Team will feature a realistic 3D environment. Your players can no longer go through the ball, each other or the goals. It also has a unique control system that sets it apart from other footie games.

pitch. Although it is theoretically possible to do a form of hardware scrolling on the STFM, it takes up an awful lot of processor time and just isn't practical."

But aren't there any more positive reasons for making games STE-only? Ralph thinks so. "As far as games go, the STFM has been pushed as far as it can. So much more is possible with the STE. Although a lot of people have sort of accepted that it's not a game machine, there's hope that with

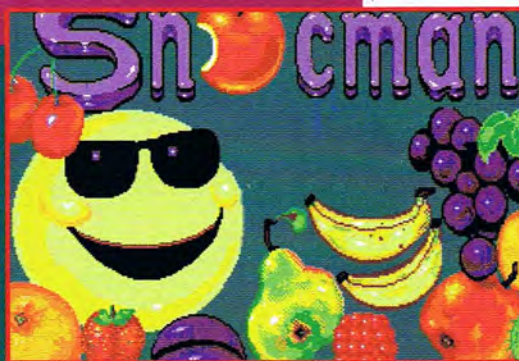
Team, *HERO*, *Obsession* and *Stardust* appearing, we can get people to realise that there's a new games scene developing."

Impact are also producing *Team* for the Falcon. Although Ralph claims it won't be "earth-shattering", it will boast 256 colours, 16-bit sound and high resolution graphics. Compared to *Ishar* and other games that have recently appeared for the Falcon,

SNACMAN

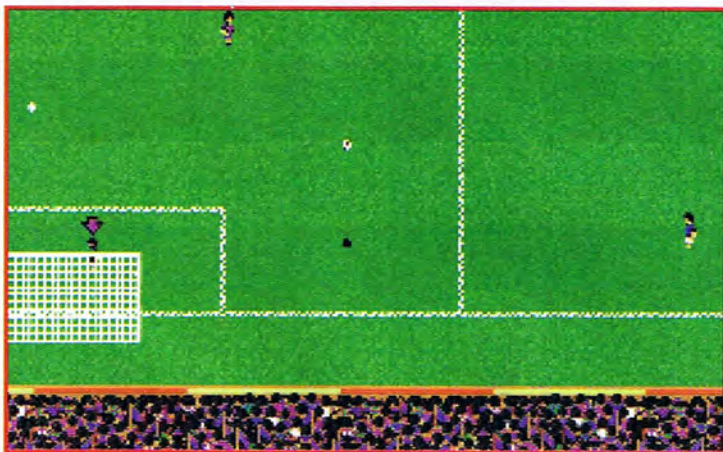
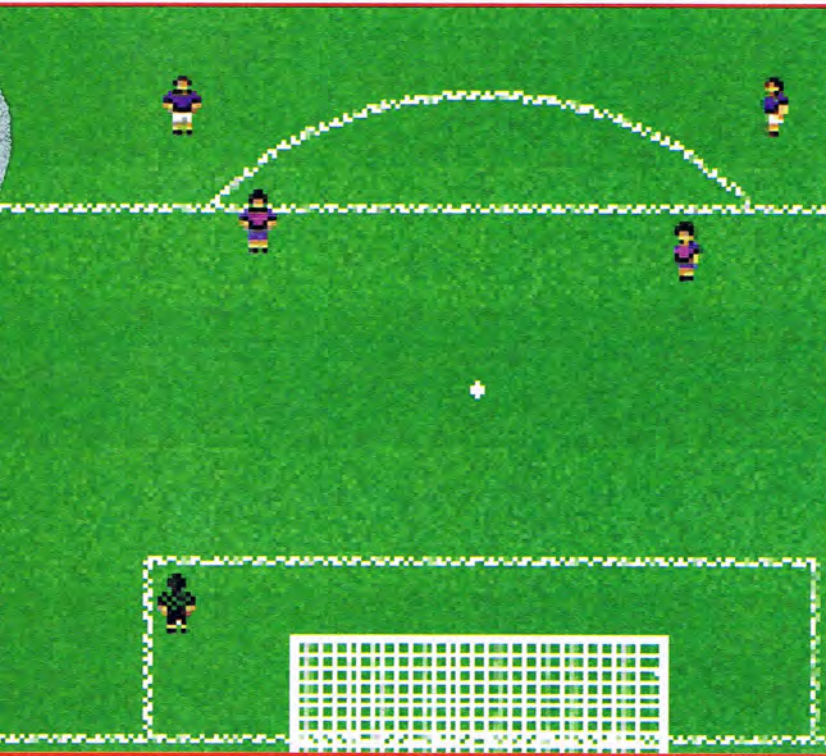
How did Ralph Lovesy and company get to the point where they are completing a new commercial release for the ST? Ralph's background in assembler is less than a year old, although he used *STOS* extensively before then. He learnt it while programming the celebrated shareware release *Snacman*, Impact Software's first foray into the ST market, which even featured on a past *ST FORMAT* Cover Disk (back in issue 60 fact fans - see page 85 if you missed it). What did Ralph make of the shareware scene?

"I'm still sceptical about it as a means of distribution, although *Snacman* did a lot better than I thought. There was no real incentive - just £2 to register - and I got replies from as far as Chile. In the shareware circuit you can only really measure your worth by response, otherwise for all you know thousands of people might be playing your game. It's hard to tell. And of course getting it on the Cover Disk helped a lot. Guaging a commercial game's success is much more straightforward."



■ Snacman on the STE featured enhanced graphics and sound, but ran on the STFM too.

Talking...



■ As Andy Saville crosses the ball in from the left, you should know that *Team* will also feature an animated and noisy crowd decked out in your team's colours.



■ The Villa player fails to impress Scott Hiley with his throw-in. Then Birmingham scored at the other end. Surprise surprise.

which just ape the ST in every detail, this is a real step forward. Ralph is cautiously optimistic about the Falcon. "It's a new market, with people who are prepared to invest in their machine, so it could be promising. We'd love to know that there's a platform we could continue on after the STE."

IMPACT ON ATARI

Ralph has been following events in Atari with quite a bit of interest, and has a few opinions.

"I think they're doing the Jaguar correctly and it's going to be a big success, but I think they're stupid turning their back on computers now, especially seeing as we've recently seen a nose-dive in consoles. Nothing can touch the Falcon for music and it's one of the best graphic workstations for the price. It's not like the ST - the STEF particularly - where do seem inferior compared to the console

versions. The Falcon could wipe the Mega Drive no problem if it had the chance, but overall there's no longer the innovation of the mid-eighties when the ST came out."

Ralph does have some interest in developing for the Jaguar at a future date, however.

"It's tempting, but it's not like making the jump from the ST to Falcon. There's a lot to be learnt all over again, but at the moment we'll just concentrate on the STE and Falcon."

And that's just fine by us.

PCs and Amigas too?

There's a good chance that *Team* will appear on the Amiga and the PC, but Ralph and company aren't interested in coding it. "It would take a long time, in which we could be developing new games on the Atari. For a long time there've been port-overs from the Amiga and PC by people who only roughly know what the ST's about."

By concentrating on the STE, Ralph has developed routines that he never thought possible, which he's used in *Team*, including "running all the blitter sprites in overscan mode, hardware scrolling 50 times every second and more than

sixteen colours on screen. It's just something you learn from other programmers. There's no manual that tells you how to achieve what we've done with *Team*. You really have to experiment and teach yourself." Ralph won't be the one to write that manual however: "I don't think I have the patience. I just want to make games really."

Surprisingly, *Team* was produced on a shoestring budget. "I use *DevPac* for absolutely everything. All the graphics were done with *Deluxe Paint* and all the music with *ProTracker*. The only real investment was the Falcon." Ralph's brother, Greg, has only been using the ST and Falcon for

musical purposes over the past year, but the many songs we heard suggest that the high praise Ralph has for him is founded on more than just fraternal affection.

Impact on IDS

Impact Software are developing *Team* for IDS, who entered the ST games world last month with the highly rated *HERO* (STF 64, 85%).

How did IDS and Impact meet?

"It was actually quite by coincidence. They came up with an offer that we liked and they also sounded far more enthusi-

"There's no manual that tells you how to achieve what we've done with *Team*. You teach yourself"
Ralph Lovesy

astic about the project than the others." That's certainly true; IDS have demonstrated faith with the ST as a development machine. Indeed, Ralph's rapid rise to prominence on the back of *Snacman* is something IDS are keen to repeat for other budding ST programmers. That stretches to you, our readers, too. If you have a good idea and the means to implement it, write to IDS at: 1 Fordhouse Lane, Stirchley, Birmingham, B30 2NH. As for *Team*, it looks like being excellent and we'll be reviewing the full version when it's available. That should be early December, so hold back that list to Santa a little while longer. **stf**

PENETRATING

Last month we gave away a copy of *Personal Pascal* on the Cover Disk. Over the next few months Simon Forrester shows you how to use it to program your own applications.

PASCAL is a simple yet powerful language to learn, even though it wasn't specifically designed for beginners. *Personal Pascal*, the version that we gave away last month and that we'll be using for this series of tutorials is a particularly good version of PASCAL - it's unflawed, comprehensive (containing lots of useful commands, libraries and examples) and yet still easy to use. And, of course, it's yours for the price of a back issue (page 85) if you missed last month's Cover Disk copy.

Whereas books can be unnecessarily complicated, and put you off right from the start, we're going to take you through using *Personal Pascal* the 'isn't *ST FORMAT* good at explaining things simply?' way, over the next few months. At the end you'll be able to write your own utilities and applications.

Up and running

Once you've got your version of *Personal Pascal* working on your machine, and you've followed the instructions on using the program editor that comes with the package, you're ready to start writing your first program. We're not going to deal too heavily with the mechanics of using the editor or assembler - that's a job for the manual (see the panel over on the next page to find out how to order it) or for last issue in which Nick took you through the basics. We're going to teach you the concepts of PASCAL itself, rather than concentrating on *Personal Pascal*, which is just one version of the language.

■ Coming with enough text-files to explain everything we don't, you won't have any trouble with *Personal Pascal*.

Superunknown

PASCAL, like most other languages, relies on variables. Variables can be thought of as envelopes - easily handled packages that contain information. When dealing with these envelopes you can either ignore or acknowledge the contents of the envelope. These variables can contain two basic types of information:

Strings: A string is a set of characters, or a string of characters as we call it. We'll refer to strings by enclosing them in speech marks, so an example string would be: "ST FORMAT".

Integers: If you've read the GFA tutorial this is a word you'll have found it hard to miss. An integer is simply a whole number. This means that 7

can be stored as an integer, but if you tried to store 4.276 as an integer you'd just end up with 4.

If you do plan to write in PASCAL on different machines, forget all thoughts of things like real values (like 3.141). They might get you

MACHINE GENERIC AES AND VDI CALLS FROM PERSONAL PASCAL

As some of you have discovered, because of prior experience with the Atari ST developer's package, there are a number of calls within the GEM system (AES and VDI) which are not yet supported by *Personal Pascal*. Luckily, within the *PASGEN* library there are two routines which already support additional calls to GEM. This document gives you the information you need in order to call these two generic GEM routines.

AES CALLS

First of all, we are going to tackle AES calls. In the process of explaining how to call the generalized AES routine, we will be implementing a new call which is not supported by Pascal. This routine, which is called "graf_mkstate" in the C bindings, returns the current state of the mouse buttons and the keyboard modifier keys (i.e., alternate, left and right shift keys, and control). This routine takes four parameters which are the addresses of four two-byte variables in which to put the mouse and keyboard state information. Since passing an address in Pascal is equivalent to passing a variable as a VAR parameter, the declaration of the routine we're going to construct is going to start like this:

-More-

into trouble, because PASCAL doesn't have any standards between packages.

What you really need to understand about variables is how they're used in a program. The slightly unintelligible part about envelopes earlier helps you with that concept. Last month, Nick wrote a little program that involved two people guessing numbers. The user had to input a number of his own choosing, which, once entered, was stored in a variable.

This meant that although the listing could cope with any number entered, it didn't actually contain the number. Instead, it dealt with the envelope containing the number, which in that case was called 'num'. The listing therefore doesn't compare the number entered by the guesser with the correct number; it compares the guess with the variable 'num', which contains the actual answer. That's the value of variables - they can be used to process information by a program that doesn't even know what that information is. Nick's listing didn't know which number the user was

Personal Pascal Compiler ver. 2.85
Copyright © 1985 CDD and EDC, Inc.
Main file: ICMOUSE.PAS
Include file: GEMSUBS.PAS
Errors: 0
[Cancel]

■ That's what we all like to see - a program that compiles without any errors at all. Seriously - be careful.

trying to guess, it just stored it in a variable and remembered the name of that variable. Confused yet? Don't worry. All will become clear, eventually.

Program structure

The next bit you have to understand is the way programs are laid out. If you already have an understanding of BASIC, you're in for an easy ride, because PASCAL's layout is nowhere near as complicated. Program structure relates to more than just flow diagrams - you're going to have to learn several aspects of PASCAL at once for this concept. Fortunately, it's one of the few difficult steps - everything afterwards is simple.

■ The *Personal Pascal* library, in the kind of compressed form that enables it to sit in with your programs while taking up little space on your disk or in memory.



PASCAL

Programs in all languages work in one simple way: the instructions to be executed are laid in a row and the processor or interpreter works through them in sequence. Obviously, it's possible to jump to other parts of this row, and jump back – you can do quite a lot of jumping about in fact – but in essence your program runs in a straight line until it's told to stop.

PASCAL, although following this philosophy to a great extent, works in a slightly different way. It can be visualised as one line, most of which is fragmented. PASCAL works in blocks, and halfway through a program you jump to another block completely, then when that block has finished its execution you jump back.

Programmers in other languages call these smaller blocks sub-routines, but PASCAL calls them procedures. So, to recap, you build up your programs of blocks, each of which performs a different function. These blocks, which create a program of small, fragmented chunks, can be linked together, the processor jumping from block to block on your instruction. Which leads us neatly to...

Your instruction

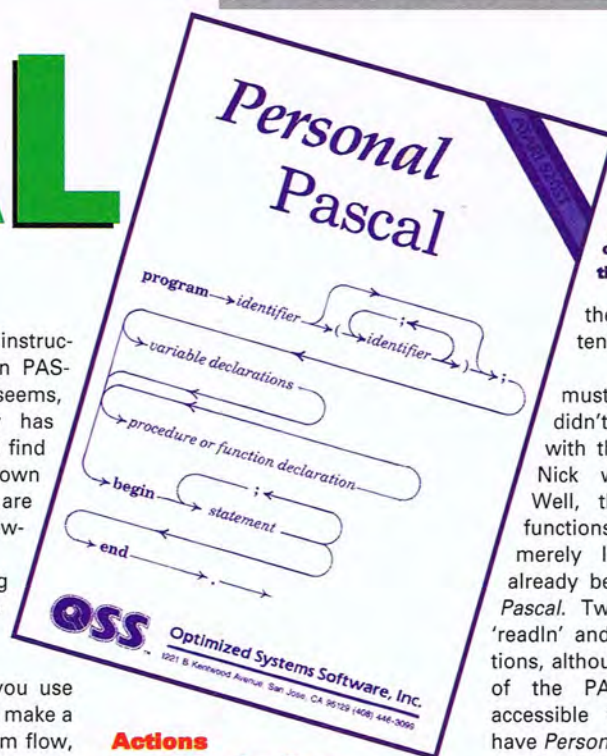
Aha, the difficult bit. Your instruction. Writing instructions in PASCAL is a lot easier than it seems, because PASCAL actually has very few commands. You'll find a full list of them further down the page. Your instructions are going to be one of the following classifications:

Manipulation: Moving numbers from variable to variable or performing calculations, for example.

Decision: This is where you use the contents of a variable to make a decision, usually for program flow, but effectively for absolutely anything you like.

Program flow: Moving the processor or interpreter to a different part of the program. To the beginning or end of a procedure, for example.

Action: It's all well and good being able to manipulate numbers and jump around your program like a blue-bummed fly, but your programs fairly useless unless it actually does something. In Nick's case, he had to ask for numbers and display things on screen. These are both actions.



■ Now this is the sort of diagram that frightens people away from trying our programming. It's not this complicated, honest!

them – they've been written for you.

"In which case," you must be wondering, "why didn't we need to bother with them last month, when Nick wrote his program?" Well, that's because certain functions, which are actually merely library routines, have already been built into *Personal Pascal*. Two such functions are 'readln' and 'writeln'. These functions, although not an integral part of the PASCAL language, are accessible to you because you have *Personal Pascal*. To stop yourself getting really confused, here's a quick list of the commands you'll find in the basic, simple PASCAL language, before your individual package (such as *Personal Pascal*) adds its own:

and	array	begin
bios	c	case
const	div	do
downto	else	end
exit	external	file
for	forward	function
gemdos	goto	if
in	label	loop
mod	not	of
or	otherwise	packed
procedure	program	record
repeat	set	then
to	type	until
var	while	with
xbios		

Over the next few months you're going to master (er, or mistress) these commands, and learn how to utilise some of the other routines that *Personal Pascal* has personally added.

Getting on with it

Time to get writing a little program to illustrate a few concepts. It's almost insultingly simple, and is the first program everyone writes in a new language, to print your name on screen.

write ("Hi, I'm Simon")

Here you've used the 'write' command (an additional command) and given the command the expression of a simple string.

■ The data retrieval listing that comes with *Personal Pascal* as a demo – dead good for picking up techniques.

Actions

speak louder than...

Actions are truly scary things when it comes to PASCAL. If you use BASIC, you're no doubt used to commands like PRINT and INPUT, which are integral parts of the language. PASCAL, being a language designed to run on any machine under any conditions, works in a completely different way. That's why you have libraries.

A library, such as the one included with the original package (you can find it on your disk) contains a series of extra procedures for carrying out operations, be they complicated maths instructions or ST-specific operations (such as using GEM). These actions are all, in effect, commonly-used procedures, but you don't have to write

■ More PASCAL listings. Read through as many as you can – you'll only learn by experimenting and being wrong.

```

Rec      # 4
Name     : Horace Petersen
Age      : 40
Sex      : M
Occupation: Engineer

-----) Any key to continue...

Rec      # 5
Name     : Harry Hornadorf
Age      : 24
Sex      : M
Occupation: Programmer

-----) Any key to continue...

Rec      # 6
Name     : Terry Fox
Age      : 19
Sex      : F
Occupation: Secretary

-----) Any key to continue...
```

```

JL File Block Find Mark Options
Line: 1 Filename: LTRUNC.PAS
function longtrunc (r:real):long_integer;
(*
the long_trunc function in Pascal delivers erroneous results under
certain circumstances -- we wrote this function for our use which
seems to work correctly...
*)
type str255=string[255];
var s:str255;
    p:integer;
    l:long_integer;
begin
    write(s,r:12:1);
    p:=pos('.',s);
    if p>1 then begin
        s:=copy(s,1,p-1);
        readln(s);
        longtrunc:=l;
    end;
```

PERSONAL PASCAL

Did you miss last month's issue of *ST FORMAT*? Then you missed your Cover Disk copy of *Personal Pascal*. All is not lost – turn to page 85 and order issue 64. On page 78 of that issue there's a special offer for the *Personal Pascal* manual and product registration – for just

£19.95 from HiSoft. Cut out (or photocopy) the coupon, fill in your details, write the cheques, slip it all gently into an addressed envelope, add a stamp of some description, pop it in the post and you're away. (Are we taking this step-by-step instruction thing too far?)



```

Int_Out_Parms = ARRAY [ 0..45 ] OF integer ;
Pts_In_Parms  = ARRAY [ 0..11 ] OF integer ;
Pts_Out_Parms = ARRAY [ 0..11 ] OF integer ;

VAR
  control : Ctrl_Parms ;
  int_in   : Int_In_Parms ;
  int_out  : Int_Out_Parms ;
  pts_in   : Pts_In_Parms ;
  pts_out  : Pts_Out_Parms ;

PROCEDURE WDI_Call (cmd, sub_cmd : integer ; nints, npts : integer ;
  VAR ctrl : Ctrl_Parms ;
  VAR int_in : Int_In_Parms ; VAR int_out : Int_Out_Parms ;
  VAR pts_in : Pts_In_Parms ; VAR pts_out : Pts_Out_Parms ;
  translate : boolean ) ;

EXTERNAL ;

BEGIN
  pts_in[0] := 0 ;
  pts_in[1] := height ;
  WDI_Call(12, 0, 0, 2, control, int_in, int_out, pts_in, pts_out, false) ;
END ;

-End of file-

```

■ As you can see, you can set up several variables at once at the beginning of the program you're writing.

And finally, the line:

end;

make up the procedure named 'guess'. Just think of it as a sub-heading, or title of this chunk of code.

begin

You've already seen this one, but this time it doesn't signify the start of the main program, so much as the start of this procedure. You can tell this not only because it's preceded by the 'procedure' command

You've seen this before, but this time it's not signifying the end of the program, so much as the end of this procedure. As you can see, the syntax is different (it's followed by a different symbol). Once again, this command correlates with the 'begin' command a little while ago.

Cheery bye

We've covered the basics of variables, program structure, commands, loops and routines. Next month, we're going to be dealing with more complex instructions, and starting to write a database.

For now, the best thing you can do is practise. Take a look at the programs supplied here, and the program Nick wrote - they're all in the same vein (it's easier for you to understand that way). If you want to fiddle about with them, do so - the best way to learn is by experimenting with these things yourself, and seeing where you went wrong.

Remember, it's impossible to damage your machine by making a programming mistake, so feel free to tie your brain (and the program) in knots, until we get a chance to maul your intelligence next month, leaving your brain suitably battered and bruised. Hopefully. **stf**

More complicated, please

Try something a little more impressive - a loop. First, a loop that vanishes off into infinity, repeating forever, or at least, until you stop it by breaking the program.

```

loop
  write ("Still going")
end ;

```

Dead simple, really. The 'loop' command tells the interpreter that everything until the 'end' statement must be repeated ad infinitum. You've already seen the 'write' statement.

Really complicated, then

Okay, you're going to write a password program. Like Nick's program last month, this program asks for a number and keeps looping until you enter the correct one. We'll go through it line by line when we've written it. First off, here's the program:

```

program (input, output);
var num: integer;

begin
  while num<>105 do guess;
end.

```

```

procedure guess;
begin
  write ("Enter code:");
  readln (num)
end;

```

Line by line:

```

program (input, output);

```

This gives the program a name. The stuff in brackets simply tells your ST what this program is going to do, and whether it's going to read from and write to the screen. This is of a housekeeping measure, so don't worry about it - there's nothing to understand.

```

var num: integer;

```

This command, 'var', tells the program exactly which variables it's going to be using, in this case just 'num'. The 'integer' specifies that the variable is an integer variable (it's going to contain a whole number).

begin

This is the start of the program, the 'begin' stating that this is something it's to execute as a program.

```

while num<>105 do guess;

```

Now you're getting to the meaty bit. The 'while' command is followed by an expression, and finally by a procedure to execute if the expression is true. For instance, this command executes the 'guess' procedure, as long as the value of 'num' is bigger or smaller than (isn't, in other words) 105. As soon as it is, the program continues to:

end.

The program actually only continues this far, before stopping dead. This line signifies the end of the program, correlating with the 'begin' command given earlier.

```

procedure guess;

```

This line states that the instructions that follow

■ Don't worry about things like packed arrays - you'll have to buy the *Personal Pascal* manual for that stuff.

■ Take a look at the 'cube' program on the Cover Disk for a little demo of what *Personal Pascal* can really do.

on the previous line, but also because it's indented.

```

write ("Enter code:");

```

Another command you've already experienced, simply displaying text on the screen. As you can see, it's valuable because it's used for most of the interaction with the program's user.

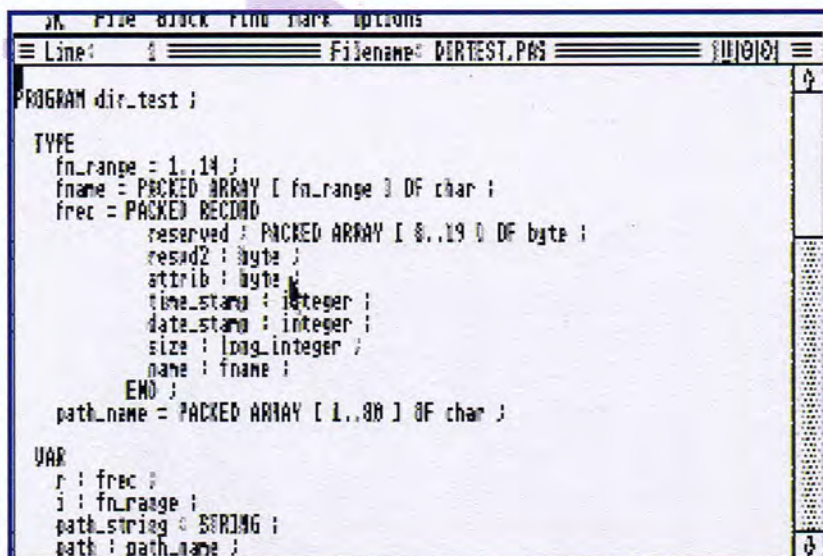
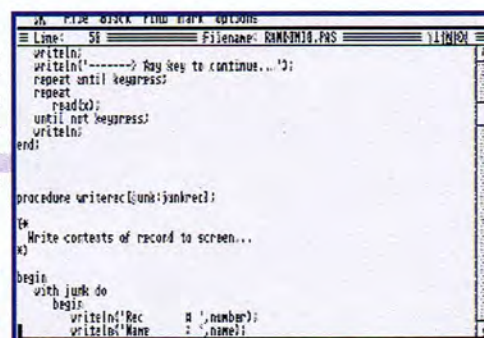
```

readln (num)

```

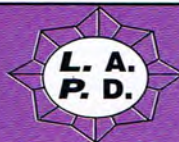
And here's where you ask for the user's number, which you'll be storing in 'num', making use of that seemingly pointless wibble about envelopes.

■ As the lines become more indented, you know you're getting into program loops.



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GFA

If you want to get into programming, a good place to start is with **GFA Basic**. Over the next few months Simon Forrester teaches you how to use it to create your own programs.

EXPLAINED

GFA Basic is a great language if you're just starting to learn how to program. It's easy to understand, simple to use, and covers all the techniques you'll need to program in more powerful, lower level languages like C and 68000. Over the next three pages (and the coming months) we'll be starting with the basics of programming, finishing with completed, ready-to-run programs that should be useful to you as learning examples and, later on, things like disk utilities. This month, we start with a gentle slide into the language, worrying about the complexities of programming full utilities in a few month's time. Right now, though...

How does it all work?

GFA Basic comes in two sections – the interpreter and the compiler. The interpreter is the part you need for creating your programs, and they can also be run from within the interpreter.

The compiler takes Basic programs that you've written and turns them into machine code, which the ST can run without needing any other software, including the interpreter. A compiler is essential for creating programs to be run from your Desktop for example. For now, though, you don't need to create standalone programs, so you only really need the interpreter. Be warned, though – we'll go into compiling at some point, but it's probably wiser to wait until you know you're going to enjoy this programming thing before splashing out the extra cash – the compiler is an extra £30. On the other hand, you can take advantage of our special offer in Reader Offers (page 83) – the GFA

Basic package, comprising GFA Interpreter, GFA Compiler and GFA Shell, is available for the bargain price of £59.95.

Let's get on with it

Load up your interpreter, using the instructions provided. We're not going into the mechanics of editing listings and using the interpreter – these instructions are in the manual, and it is just a cut-down word processor with special modifications for editing program listings. What's important is what you type in, and why.

The first thing we're going to do is take a look at how a Basic command is set out. In the flesh, it looks a little like this:

'command' 'parameters'

So a line in GFA Basic might be:

```
PRINT "Hi there"
```

```
Save, A Quit New BlkSta RepJac Pg 1 Direct Run 00:01:00
Merge List Block BlkEnd Find Pg 2 Insert Flip Test 3
```

```
Hi there"
```

Yup – it's the first program that anyone writes in Basic. This line is so popular because, although it's simple in structure, it demonstrates the language perfectly. Breaking it up into our sections:

Command – the command is PRINT. This command is probably the most frequent in Basic, because it displays things on the screen in text form. The parameters, which it is to display, are placed directly after the command.

Parameters – in the case of PRINT, the parameter is the text that's to be printed, but with the wide variety of commands in the

■ The main status bar – better get used to it! along with a one-line, show-stopping program.

language, this could be just about anything. For now though, it's the text "Hi there".

So our command is to PRINT the string "Hi there". This was your first Basic program. Simple, but it illustrates the concepts neatly.

Twice as hard

Moving swiftly on to your second program, type in:

```
DO
    PRINT "Hi there"
LOOP
```

STRINGS

```
OK >derek$="Hi there"
OK >print derek$
Hi there
OK >derek$="No"
OK >derek$=derek$+", really."
OK >print derek$
No, really.
OK >
```

■ Derek in action – he's our hero.

Strings are funny things. In essence, all they are is pieces of text, but they can be much more than that. In the PRINT command you used earlier, for example, "Hi there" is actually a string, being a string of characters making up the words "Hi there" (don't forget, that also includes the space between the two words).

Remember Derek? He can be many things, even strings, with the addition of a simple character. To demonstrate, give this

simple program a try:

```
derek$="Hi there"
PRINT derek$
```

As you can see, Derek did his job well. He was told to represent the letters forming "Hi there", and that's what he did. It'd be more than his job was worth to be a number, because he's got a \$ after his name. You can do maths using strings as well:

```
derek$="No"
derek$=derek$+", really."
PRINT derek$
```

Instead of adding the values, Derek has simply added the string to the one he's already carrying,


```

Save Save, A Quit New BlkSta RepJac Pg 4
Load Merge LList Block BlkEnd Find Pg 5 Insert
DO
PRINT "Hi there"
LOOP

```

■ This one-line program's come a hell of a long way... it's three lines now. Woo.

Don't worry about the spacing – the interpreter inserts its own.

Line one contains the singular command DO. This marks this line as the start of what we call a 'loop'. The command DO simply tells the program to do the following, but when you come to the command LOOP, you're telling it to jump back to this point in the program and start again. Line two is our famous "Hi there" line, doing what it does best. And line three is the all-important command that line one's waiting for, LOOP.

This is, therefore, a program that prints the words "Hi there" over and over, without end, again and again. Ad infinitum. Boring. Let's make this whole thing a lot more complicated, by changing the subject completely.

A new subject as promised

Right, how about some variables? Just to confuse you, Derek is a number. This is because there is a line in a program that says:

```
derek=237
```

Now, whenever Derek is referred to by name, he insists that he is, in fact, 237. He insists this to such an extent that, when the line:

```
derek=derek+1
```

is issued, he assumes the number 238 instead. The command may as well have said:

```
derek=237+1
```

and, as we all know, 237+1 does, in

fact, equal 238. (Maths 'A' level stuff, that.) When the command:

```
PRINT derek
```

comes along, the number 238 is displayed on screen, because that's what Derek insists he is. Make no mistake though, he has no influence over the command:

```
PRINT "derek"
```

because his name is in speech marks, which means that the PRINT command assumes it's just a piece of text. This tells you two things – the PRINT command is a flexible command that can display more than text, and Derek is a variable.

Variables are important. They're what keep *Basic* programs running. For example, take a look at a simple program that gives you the times table for a number, which you have input. This program introduces a few new commands which we'll go through later.

```

INPUT t
FOR l=1 TO 12
  PRINT
  l;"times";t;"is";l*t
NEXT l

```

There. That wasn't so tough, was it? Starting with line one, you're dealing with a variable here. Like PRINT, INPUT is a command. It tells the computer to take an input from the user. Following it is a parameter, in this case the name of a variable to deposit the number into. The input can only be a number, as the variable is only capable of handling numbers.

Moving on to line two – remember that DO command? The FOR command is similar, only it has a few rules. What this version

```

Save Save, A Quit New BlkSta RepJac Pg 4
Load Merge LList Block BlkEnd Find Pg 5 Insert
INPUT t
FOR l=1 TO 12
  PRINT l;"times";t;"is";l*t
NEXT l

```

of the command is doing is running the loop through 12 times. You know it's doing it 12 times, because the numbers it runs through range from 1 to 12 inclusive. This command sets up a loop; each time the contents of that loop are run, l contains a different number. The first time, it contains 1. The second time, it contains 2. It keeps going until the twelfth time, when it contains 12. Then it stops.

Line three brings back your PRINT command, only this time it's

■ Here, you can see the classic FOR/NEXT loop, using the variable 'l'. You can still look at the contents of 't' as it steadily increases with each loop.

be signified with an 'x'. The entire command works out what l times t is, and prints the result.

Finally, line four introduces the NEXT command, sending you back to line two, where the FOR command is waiting. Just as the LOOP command signified the end of the DO loop, the NEXT com-

```

1 5
1times5=5
2times5=10
3times5=15
4times5=20
5times5=25
6times5=30
7times5=35
8times5=40
9times5=45
10times5=50
11times5=55
12times5=60

```

■ And here's the result of your loop program. Natty for teensy program.



brought its biggest mates, in the form of some hefty parameters. The first is l, the variable that turned up in the FOR loop. The ';' symbol after the variable signifies that there's more to come – and goes on to print a string of text, signified by the speech marks, then the number held in the t variable, then the word 'is', and finally l*t, a mathematical expression. The star signifies 'times' – multiplication is far too important in computing to

mand signifies the end of FOR. Common courtesy dictates that the loop's variable, l, be placed after the command, though this isn't strictly necessary.

Ta-ra for now

In the space of two pages, you've learnt the basics of *Basic*. You've studied a little bit about the way programs flow and loop, and you've touched the surface with variables, learning how Derek can be any number or command that you want him to be.

To quickly recap what you've learnt so far, using your brand new techniques in different setups, you're now going to deal with prime numbers. Prime numbers have nothing to do with *Basic*, or indeed computers. They're a maths thing – a number's factors are all the whole numbers (integers) that it's divisible by. The factors of 6 are 1, 2, 3, and 6, because

■ So this Derek fellow can be a number as well, can he? Be careful never to enclose him in speech marks, or you'll just print the word 'Derek'.

forming a new, bigger string of his own. Derek can take input from the user, just like the number in our times tables program. Try typing out this little program and see what happens:

```

INPUT derek$
PRINT "Hi there, ";derek$

```

If you enter your name into Derek when the program runs, the PRINT command will use it to greet you.

If you simply press RETURN you'll give Derek no information at all, but he'll still pass that empty space on to the PRINT command, because it's more than his job's worth not to. Contentious little know-all. eh?

```

OK >derek=237
OK >derek=derek+1
OK >print derek
238
OK >print "derek"
derek
OK >

```




Save	Save, A	Quit	New	BlkSta	RepJac	Pg 4	Direct	Run	00:00
Load	Merge	List	Block	BlkEnd	Find	Pg 4	Insert	Flip	Test

■ You don't need to know all about the editor, but get used to this bar.

you can divide 6 by any of them, and end up with a whole number. The prime numbers of 7 are 7 and 1, as it's divisible by nothing but itself and, of course, 1 (1 times 7 is 7). This makes it a prime number.

How do we find these prime numbers, then? Following is a program to do just that. It starts with a loop taking the variable *n* through every number from 1 to 1,000, then running a second loop (*d*) from 2 to *n*-1 each time, and seeing if any of the numbers *d* passes through are factors of *n*. If it is, a flag is set - *f* is set to 1. If the entire *d* loop runs through without *f* being set to 1, you've got a prime number on your hands.

```
FOR n=2 to 1000
  f=0
  FOR d=2 to (n-1)
    IF (n/d)=INT(n/d)
      f=1
    ENDIF
  NEXT d
  IF f=0
    PRINT n
  ENDIF
NEXT n
```

There are many ways of approaching the task in hand, of which this is only one, but it's the way that

THE INTERPRETER

The interpreter is the main piece of software you'll be using to write and test your *Basic* programs. It's a simple little affair, into which you type your program, moving around the text with the cursor keys or mouse if you wish, altering pieces and generally having a good time.

When using the interpreter, you can only have one program in memory at once, though. That means that each time you start a new program you have to clear the memory by clicking on New in the menu bar. This tells the interpreter to clear all traces of the old program to make way for a new one. Bit like life really. No?

To test your program, simply select Run or Test, and your program will run. You can save your programs out using the Save option, and using the standard dialogue box that appears, and you can load programs in the same way.

best utilises what you've learnt so far. But there's a new command, that might have thrown you - IF.

In many ways, IF is the same kind of command as DO or FOR. Whereas FOR executes the enclosed loop (enclosed by NEXT) a specified number of times, IF executes the enclosed commands on a condition. IF *f*=0 executes the commands right up to the ENDIF marker if *f*=0, but if *f*=1 the commands aren't executed. This is one of the ways programs make decisions and take different paths - by comparing numbers or text strings and then executing commands on

conditions. Other conditions you could use are < or > (smaller than or bigger than), <> (not equal to), or other such simple expressions.

Another strange thing is the INT command on line four. Take another look at that line:

```
IF (n/d)=INT(n/d)
```

The INT command is simple. Let's say, for now, that *n*=6 and *d*=4. *n*/*d* is obviously going to be 1.5, because that's what 6 divided by four is. If you say PRINT (*n*/*d*), you'd see 1.5 displayed on the screen, as the sum is calculated. To turn a number into an integer value, you enclose it in INT, placing brackets around the sum (though you do that anyway - it's tidy). So PRINT INT(*n*/*d*) would display 1, because the numbers after the decimal point

You may notice that, when typing some lines, the interpreter refuses to accept your input as valid. This is because it has found a fault with your program, and sees no point in letting you type any more until you've fixed what you've already done.

So remember - go slowly and carefully. It makes more sense to get it right first time than to spend your valuable learning time wondering why your program won't do what it should.

If you want further details on compilers, assemblers, interpreters, and a broader understanding of this whole programming thing, you can find a general introduction to programming in issue 63. It's well worth a read. Mind you, I would say that because not only did I write the thing, but what they scrape together from back issue sales is loosely termed as 'Simon's salary'. Only kidding.

have been dropped. So if (*n*/*d*)=INT(*n*/*d*), that is, if *n*/*d* is the same with or without the numbers after the decimal point, it quite obviously doesn't have any at all - it's an integer (a whole number).

That may have all been a little heavy for this early stage, but don't worry - after a while, concepts like this will be child's play.

Next month

When you get issue 66 down from the shelves, it'll contain part two of this little rolling tutorial, in which you'll be working with mice and pointers. You'll get the chance to try out a few more complex BASIC commands, and then you'll also start programming the first half of a disk utility for use within GEM. You'll also be looking at how every other command in the GFA language works. With a few essential pieces of knowledge, that thick wedge of paper you call the manual will become several times easier to use.

So if you haven't already ordered your copy of the GFA Basic package, now might be a good time. It's a bargain. **stf**

Save	Save, A	Quit	New	BlkSta	RepJac	Pg 4	Direct	Run	00:00
Load	Merge	List	Block	BlkEnd	Find	Pg 4	Insert	Flip	Test

```
FOR n=2 to 1000
  f=0
  FOR d=2 to (n-1)
    IF (n/d)=INT(n/d)
      f=1
    ENDIF
  NEXT d
  IF f=0
    PRINT n
  ENDIF
NEXT n
```

■ If you can understand a word of this, you're ready for next month. Well done.



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GAMEB

This month, Simon fails yet again to come up with a cheat for life itself, and instead has to make do with some of the most devious game cheats our readers could muster.

Another month, another set of games instantly depreciating in value as we strip the essence of mystery and difficulty away from them. I hope you're satisfied. If you've discovered any mind-bogglingly clever tricks, send them in to us at: Gamebusters, ST FORMAT, 30 Monmouth Street, Bath, Avon, BA1 2BW. You could win some cash, or you might just get the pleasure of seeing your name printed in this fine organ.



MANIAC MANSION - COMPLETE SOLUTION



For everyone having trouble with *Monkey Island's* grandad, *Maniac Mansion* (STF 49, 73%), **Andrew Brown of Goole** (eh?) has provided a complete solution and everything. For his trouble, Andrew will receive the Gamebusters Big Cash Prize (cue crowd reaction), as well as adoration by the thousands of stranded players that he's helping out.

Those of you who've never played *Maniac Mansion* and honestly never intend to can at least rest safe in the knowledge that should you ever be faced with any kind of breach to national security involving the game, the solution's right here. Phew, eh?

Take note...

Before we tuck into the meaty part of this solution, there are five things to read and remember.

- There are five different ways to complete this adventure. This solution works with Dave, Syd and Bernard, and should provide you with some insights into solving the other variations.
- To enter most rooms you must open a door, and in some you must turn on the light, neither of which will be mentioned in the solution for the sake of space.
- Don't use the flashlight or the batteries will run down. To find a light switch in the dark, select 'what is' and scan the room with your cursor.

- There are two ways out of the dungeon if you happen to get caught. The first and easiest is to use the rusty key. If you've got two kids trapped there, you can place one by the door, and use the other to push the loose brick just below the left-hand window. If you switch back to the first kid, you'll have time to get him through the briefly-opening door.
- Don't eat yellow snow (bit of a tip for life as well, that one).

The thirty point plan

Time to get to it. Make sure that your three kids (David, Syd and

■ Her incurable flirting had gotten her into some serious trouble this time.

my dear. Hope you're having fun!



Bernard) are standing in front of the house. To get inside the house you'll find a key hidden under the doormat. Pick up the doormat and you'll be able to pick up the key. Use the key in the door and send all three inside.

1 Take Bernard to the library, open the loose panel directly below Chuck the Plant and get the cassette tape.

2 Move Dave to the kitchen. Edna should now catch Dave, which clears this route for the others. Dave can stay in the dungeon for now and should use the trick described earlier to let the others out when caught.

3 Take Syd to the storage room and pick up the fruit drink and glass jar.

4 Use Bernard to go to the kitchen and get the flashlight, then open the refrigerator and get the Pepsi can.

5 Move Syd into the kitchen and give the glass jar to Bernard.



USTRERS

6 Take both Syd and Bernard to the painting room, where Syd should pick up the wax fruit and Bernard should get hold of the paint remover.

7 Send Syd up the next flight of stairs to the top just outside the darkroom, where he'll meet the green tentacle. Give the tentacle the wax fruit, then the fruit drink and he'll let you pass.

8 Switch to Bernard and send him here to get the dime. Then go left and climb the ladder to the green tentacle. Get the record on the shelf and find the yellow key behind the tentacle - get it.

9 Send Bernard to the piano room and put the cassette tape in the recorder, then put the record on the victrola. Turn on the cassette recorder and the victrola. Wait until the glass breaks, then turn them both off. Clever huh? Get the tape again.

10 Send Bernard into the sitting room, where he can open the cabinet and put the tape in the machine there. Turn on the machine and the chandelier will shatter. Turn off the player and get the rusty key that fell from the breaking chandelier (the dungeon key). Open the old radio on top of the cassette player and get the radio tube.

11 Send Syd, who may be in the dungeon by now, to the weightlifting room and have him use the Hunk-O-Matic machine. Then send him back outside the front door, to the left of the stairs. Pick up the bush there to reveal a grate, which you can open. Enter the grate, and walk to the right, eventually coming to a water valve.

12 Send Bernard to Edna's room and she puts him in the dungeon. Unlock the door with the rusty key, and make your getaway. Get the silver key that's next to the fuse box in the basement, then send him to the storage room. Unlock the storage room with the silver key and go to the pool ladder. Fill the glass jar with water from the pool.

13 Switch to Syd, and turn on the water valve. This drains the pool and exposes the nuclear

reactor's cooling rods. You're going to have to move fast now (and maybe save your game).

14 When the interval scene is over, send Bernard down the ladder to get the glowing key and the radio. As soon as he's safely back on the cement have Syd turn off the water valve to refill the pool.

15 Send Syd and Bernard to the garage and have Syd open the garage door. Bernard should use the yellow key to open the trunk, then get the tools.

16 Send Bernard to the plant room and get him to use the paint remover on the paint blotch to reveal a door. Open the door and enter the broken wires room. Turn on the light, open the radio, use the batteries in the flashlight, turn the flashlight on, and walk to the wires.

17 Send Syd to Edna's room and she puts him in the dungeon. Have Dave push the loose brick to free Syd and position him in front of the fuse box. Now get Syd to open the fuse box and turn off the circuit breakers.

18 When the interval scene ends Bernard should fix the wires with the tools. Then switch back to Syd and turn on the circuit breakers. The video machines are now powered on.

19 Send Syd and Bernard to the hall outside Edna's room and



have Bernard open the door and enter. While Edna takes him to the dungeon send Syd into her room and go right to the ladder. Climb the ladder to the safe room. Turn on the light and open the painting to reveal the wall-safe.

20 Have Bernard use the rusty key so that he and Dave can both escape the dungeon. Send Bernard to the plant room and use the jar of water on the man-eating plant. Then give the Pepsi to the man-eating plant, and climb up it to the telescope room. Put the dime in the slot, then use the right button to move the telescope to the right.

21 Send Dave and Bernard to the door outside Edna's room and have Bernard give the glowing and rusty keys to Dave, who should open the door and enter. While Edna takes Dave to the dungeon, send Bernie into the room. Walk toward the piggy bank, open it, take another dime, then go to the telescope room.

22 Bernard should use the dime in the slot, then push the right button to move the telescope further to the right. He can then use the telescope to read the combination of the wall safe. Don't forget it.

23 Switch to Syd and open the wall safe with the combination you've just discovered. Get the envelope, open it and get the quarter. Now send Syd back down the ladder, where Edna catches him and locks him in the dungeon with Dave.

Switch to Dave, who should walk to the outer door and unlock the top and bottom padlocks with the glowing key. Open the outer door to the secret lab and have Dave unlock the right dungeon door with the rusty key.

24 Send Syd into the arcade room and play Meteor Mess with the quarter. Note down the high score on the game.

25 Send Syd and Bernard to the doorway outside Edna's room. Have Syd open the door and enter. When Edna takes him to the dungeon, send in Bernard to get the hamster and reveal the purple card key. Get this and send Bernard to the radio room (watch out - he may get locked in the dungeon first, though).

26 Switch to Dave and have him open the inner door to the secret lab, using the high score from the Meteor Mess game for the combination.

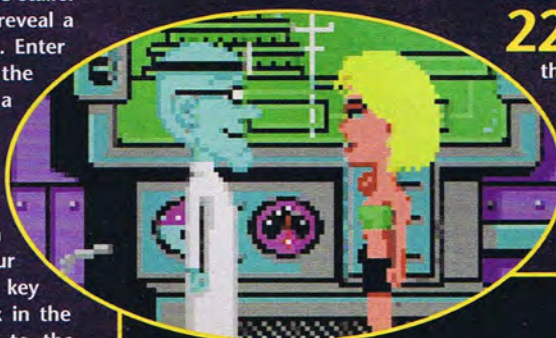
27 Switch to Bernard in the radio room and have him use the radio tube in the tube radio. Read the poster, turn on the radio, and use the radio to call the meteor police, using the number you got from the poster.

28 Now send Bernard to Ed's room so that he's taken to the dungeon. Wait for the meteor police to arrive and take out the purple meteor.

29 Switch to Bernard in the dungeon, get the badge on the floor and go into the secret lab. Give the badge to the purple tentacle and, when it runs away, enter the Zom-B-Matic room. Walk right and use the purple card key in the key slot to enter the meteor room, and turn off the switch.

30 That's only 29. Hmmm. Go and make yourself a coffee?

■ It's a large game with humour, excitement, and appalling dialogue. They couldn't look more wooden.



LETHAL WEAPON

The first in our mixed bag of tips comes from **Nick Hine of Devon** who, God knows how, managed to find this handy keypress cheat for *Lethal Weapon* (STF 43, 62%). No one mention film tie-ins.

To select a level to play, press [Alternate], [Y] and any number from 0 to 9. Also, if you press [Control], [Left Shift], [Alternate], [Y], and any number from 0 to 9, you'll find your ammo increasing by ten

each time. Once you've got 99 cartridges, you'll see your lives increase. When a 'plus' sign appears next to your lives, it indicates another row stacked, invisibly, on top of them.

Finally, to give yourself loads of bullets use [Shift], [Alternate], [Y] and any number. Thanks, Nick – that should ruin everyone else's enjoyment of the game nicely. Good job.



SPIRIT OF EXCALIBUR

He's back again, this time with a cunning little discovery that might aid in the completion of this medieval aside. On the game disk, you'll find a file called STORIE.DOC.

Stuffed in between the various bits of machine code you'll find the game's complete solution. Thanks to the authors for ruining that one for you, then.

BACK TO THE GOLDEN AGE

It's **Rhys from Wirral** again, and he's got another cheat. This time, it's for the Game That No One's Ever Heard Of (STF 17, 57%). Sim-

ply find a shop selling explosive vials, and buy the one with the most units. For some reason your money will now increase. Great.

CANNON FODDER



Shelton Thacker, Lowestoft's finest soldier, has come up with a rather handy little cheat for *Cannon Fodder* (STF 57, 93%). Sensible Software's stormer of a war game. To promote the leader of your squad to a general, wait until the

start of a mission and select the Save Game option and save your game as JOOLSRIP. You can only have one general at a time, but they're still handy to have around. Thanks. It now has no challenge at all. Cheers.

FRONTIER

Look – it's just a quick one for *Elite*, the old classic (STF 55, 91%). If you're having trouble hitting people with missiles simply turn the star dreamer time control

up to full and your missile will hit every time. Simple but elegant, this tip is courtesy of **Ben Bowen of Mid Glamorgan**. You won't even have to bother aiming now.

PRINCE OF PERSIA

Rhys Timson of Wirral, no less, has a few tips for the Broderbund classic (reviewed in STF 31, 90%) that redefined platform graphics. Pity it didn't do much for the gameplay. Anyway, on level 9, when you're faced with the guard that doesn't advance towards you, there's something you can try. When you're face to face with the geezer, pull down to put your

sword away. As soon as the guard advances press [Fire] twice and you'll draw your sword and hit him.

Meanwhile, on level 12, when you have to fight yourself (happened to me in a dream once), run to the other side of your enemy. When he stops trying to go for you, put your sword away and run into him, quickly. Positively enhanced that one, methinks.



GHOSTBUSTERS 2

Guess who. Yup, **Rhys**. He's got a solution to the last level of the rather excellent film licence – as reviewed back in issue 7, scoring 62%. But there's no way we're going to let him spoil the surprise of what happens. So, for anyone who's got this far and got stuck (I know I have), you might find the

following, cryptic messages helpful. Yanosz – Use the slime gun. Keeping using the slime gun. It'll work in the end.

Vigo – As soon as he turns up on the scene in solid form, flatten him again (if you see what I mean) with two proton gunners.

Ray – Use the proton gun. Okay?

ISHAR

Waaaay back in issue 61, if you can remember that far back, Ashley Taylor was having a problem getting *Ishar* (STF 37, 90%) to work from his hard drive.

Every time he tried to save his game to Drive E, he got the 'Disk full' message, despite having 15MBytes of space free. **Tex from**

Northumberland has solved the mystery for him, though.

The trick is to keep *Ishar* on either Drive C or D, but no higher. That'll be because the programmers didn't bother programming it for any other partitions. Honestly – what is the world coming to? I ask you. Blame it on TV, myself...



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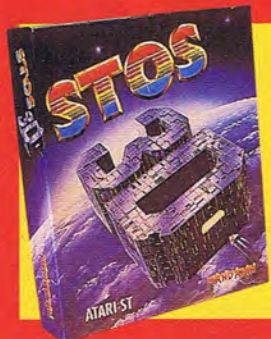
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A first adventure for a slightly older age range. You have befriended a lost, hungry and slightly awkward, baby dragon. All you have to do now is find his lunchbox, feed him and then guide him home past the obstacles in a maze of caverns. The game helps develop reading and keyboard skills plus logical thought and planning.

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ISSUE 64

NOVEMBER 1994

Disk: Double Disk special: Personal Pascal, Starball and Graftek and much more. **Inside:** Future of the ST and full PD library round-up. Reviewed: HERO, NeoDesk 4, Munch, Robinson's Requiem.



ISSUE 63

OCTOBER 1994

Disk: Quill and HERO demos and Herman. **Inside:** Pure Gold - all the FORMAT Gold winners; coding for beginners. Reviewed: Starball, Protext 6.5, Papyrus Gold and That's Write 3.



ISSUE 62

SEPTEMBER 1994

Disk: Medieval Chess, Fastcopy 3, Albion and TUC. **Inside:** Supercharge your ST special. Reviewed: Rainbow, Xenomorf 2, EZ-Art Pro, Imagecopy 3, Ishar 3, Nova card, Midgrid Pro, Rorke's Drift...



ISSUE 61

AUGUST 1994

Disk: Well 'Ar'd, Twinz, Digit 1.1 demo and Atari View 3.8. **Inside:** Serious software preview. Art packages rated. Reviewed: 3D Calc, Kobold, Diamond Back 3, HP Chrome 2.5.



ISSUE 60

JULY 1994

Disk: Snacman, DeskPic, Sam 2 Disk, Diskfree, AutoRAM, and Music Mon 2 demo. **Inside:** Next generation of ST games. WPs - sorted! File handling, Exposé previewed and icon tips. Reviewed: MagiC, DA's Vector Pro...



ISSUE 59

JUNE 1994

Disk: Mouse-Ka-Mania 2; Videomaster; Morph. **Inside:** Video - how to edit and produce films; everything you ever wanted to know about DTP. Reviewed: Persistence of Vision 2 and Tempest 2000.



ISSUE 58

MAY 1994

Disk: Quartet - full program and a Cannon Fodder demo. **Inside:** Piracy - your views; DIY monitor switcher; GDOS exposed; AVP previewed. Reviewed: DA's Picture, Gemini CR-ROM, Fontkit Plus, Outburst...



ISSUE 57

APRIL 1994

Disk: Demos of UVK v6.0 and Thought!, plus Tri Heli 2, Holocaust, Goal! Team Editor and Protext 6. **Inside:** Direct-to-disk recording and RAM upgrades. Reviewed: Chagall, Cannon Fodder and Breakthru 2.

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FEEDBACK

When all your mail is in red and hails from BT, SWEB and Access it's bad news. When it's from dedicated ST fans asking questions, making points or having a pop it's good. Trenton never reads post sent to his home.



Ashes to ashes

I write this letter calling for the re-birth of *Stosser*, the STOS related disk magazine. *Stosser* died on 20 September when it reached its 18th issue.

Stosser was there for STOS users who needed help, advice or even wanted to make new friends. With new software and extensions given away with each issue, it helped users build up their STOS library. Yet it was not the authors of *Stosser* who killed it but the lack of contributions. *Stosser* was read by over 500 STOS fans but only a few submitted material or articles.

The lads that created *Stosser* made no profits – in fact it cost them money to produce every month. All I want from you is a letter telling *Stosser* that you support it and will send in a routine or

something else created with STOS. Anything will do, honest! Send me a letter calling for the re-launch of *Stosser* and I'll pass all of them on to its creators (a fine bunch of lads). If they decide to re-launch *Stosser* then I will let everyone know by sending another letter into ST FORMAT.

RIP *Stosser*, you were taken so young.

Lee J Round Durham

stf: A passionate plea, obviously from a die-hard *Stosser* fan. And have I got some brilliant news for you? *Stosser* lives! The full story of this Lazarus-like performance can be found in the news section (starts page 11).

Just remember folks, *Stosser* needs YOUR input if it's to survive. So get coding and send in those STOS routines.

Candyman (x5)

Dear Feedback
I know your technical editor is a bit strange (you're telling me –



Trent] but did he really direct the films *Hellraiser* and *Nightbreed*? Or am I barking up the wrong tree?
Robert Jones, Birmingham

stf: Blast, another devious ruse spotted! We thought Clive had effectively buried his past when he cunningly changed his surname from Barker to Parker. Tsk, tsk, and we would have gotten away with it too it hadn't been for those meddling kids.

Omega Format

Dear Trenton
Just thought I'd correct a couple of mistakes in your **FORMAT** Gold round-up (in

■ The movie *Candyman*. The game *Nightbreed* was reviewed in **STF** 16, but we've sold all those issues. Sorry.

LONG BUT CONTAINING SOME DAMN GOOD POINTS

Dear Trenton

Oh dear. The last time I wrote a letter to **ST FORMAT** it was in response to the then editor Steve Carey, who was bemoaning the fact that LPs never fitted on to one side of a C90 tape. Quite true of course, but highly out of place in a magazine that condemns piracy at every turn and warned its readers that continuing to rip off software would kill the ST. (We'll keep the 'piracy never did PC/Mac sales any harm' discussion until next year...)

Trenton Webb seems destined to follow in at least one of the footsteps Steve Carey left behind, as the appearance of *Tape Squeezer* on this month's Wonder Disk and the accompanying write up illustrate most wonderfully. OK, so *Tape Squeezer* – a tool for organising bespoke tapes of songs copied from CDs that you and your friends own – does at least bother to devote a paragraph of its text-file to warning users against depriving musicians of royalties, but it's probably not the sort of thing

that an influential magazine like **ST FORMAT** should be distributing. Would you covermount a program that enabled users to make compilations of copy-protected games?

The major complaint comes from the following sentence from the subscribers' flyer that accompanies the disk: "So now you'll be able to organise your gross breaches of copyright to a professional level – if I'm allowed to say that?" Trenton, you do know that Editors are allowed to delete sentences as well as adding witty asides?

Fact: despite what it says in the *Tape Squeezer* text-file, the copyright warnings on CDs are invariably very explicit and make no exceptions for home recording or any other breaches of copyright. There is no ambiguity there – any copying at all is a breach of copyright.

Yes, we know that everyone does it, but how the hell do you

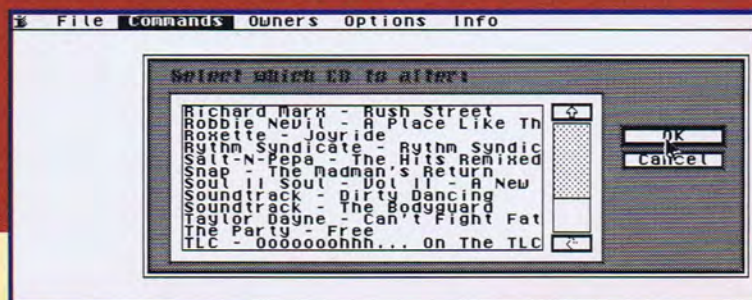
expect software publishers to develop new and innovative products for Atari computers when the biggest selling ST magazine prattles on about how it is helping its readers to "organise your breaches of copyright to a professional level".

For the last eight years we at the FaST Club (née ST Club) have been publishing low-cost software for the ST market. Within a week or so of any product launch we invariably get reports that copies are circulating on pirate BBS systems and on disks of 'cracked software'. If we had received just ten per cent of the revenue lost when users illegally copy and use our programs (such as *Imagecopy*, *Mouse Tricks*,

FastCopy PRO and *Fonty*) we would be commissioning and publishing many of the new and interesting programs that you bemoan the lack of on the reverse of the Wonder Disk flyer that's sent out to subscribers.

I'm not saying that every issue of **ST FORMAT** should contain a two-page spread on the evils of software piracy – a smattering of anti-piracy messages littered around each issue is much more effective at making your readers think about the consequences of their actions. With so few active souls left in the Atari market we need all the help we can get from big influential organs like yours. How about urging readers to go through

■ *Tape Squeezer* only appeared on the Wonder Disk. So don't turn to page 85!





■ **KCS Omega** – a splendid piece of kit. And yours for the price of a back issue. See page...



STF 63). Zone distribution do not handle KCS Omega any longer and Tiger Cub is not distributed by MCMXCIX. All Dr T products, with the exception of KCS Omega 2, are distributed by Key Audio Systems, Unit D, Robjohn's Road, Chelmsford, Essex, CM1 3AG ☎ 01245 344001. KCS Omega 2 is handled by Avalon Music developments (ie yours truly). I also provide all technical and educational support for all Dr T's programs throughout Europe. The reader offer for Omega 2 still stands, and you can still get technical support on the Cover Disk from me. AMD is now based at: 23a Northload Street, Glastonbury, Somerset, BA6 9JJ ☎ 01458 831457. Readers can also avail themselves of a free demo version of Omega 2 from AMD on inclusion of a blank disk and return postage – and they'll get full technical support to boot.

Just in case people think Omega is only for weirdos and techno-freaks (well it is but don't shout about it too much!) it has

been used on *Murder Most Horrid*, *The Ruby Wax Show*, *Alexei Sayle's Stuff*, *Steven Berkoff's West End show* and is currently doing its thang in *Stomp* on Broadway.

Chas Stoddard, Glastonbury

stf: Sorry about the slip there and thanks for letting us know that the upgrade offer on KCS Omega (on Cover Disk 54 – see page 85 if you missed it) still stands. Offering a complete Desktop music MIDI system, it's one of the best ST FORMAT Cover Disks ever. And with the offer to upgrade to Omega 2 for just £99 it also offers a saving of a mere £176. Like, wow!

It's allvel



Dear ST FORMAT

Great stuff – how to buy second-hand – let's grab the goodies! But surely spares aren't going to get expensive for a few years yet – I was even thinking that the ST might

enjoy something of a revival on the back of the Jaguar. Our local computer store had a 1MByte STFM with Discovery Pack for just £167 alongside the Jaguar in its window. With a high street price tag as low as that and with the Jaguar offering Atari some street cred there just has to be an ST renaissance – a computer for the price of a console and with absolutely stacks of cheap software available.

Alan Hancock, Rotherham

stf: Too right! And long may it continue. With the Jaguar making waves (even Sega have noticed, see the news story on page 11) and the ST at brilliantly low prices Atari is looking like rather an attractive choice for those people looking for silicon entertainment.

We're all doomed!



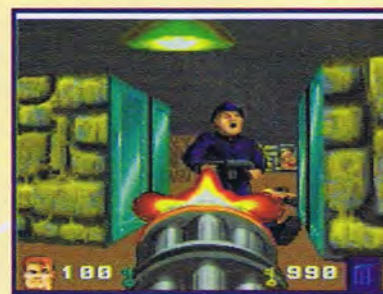
Dear Trenton

Could you please tell me, are the *Doom* episodes coming out for the ST? If so how much will they be? If not, why not?

Robert Marsh, Rugby

stf: Sadly the Jaguar will be the only Atari format to see *Wolfenstein*, *Doom* and *Doom 2*. The only other formats that currently feature them are the PC

■ If you've just got an ST pack you're going to need stacks of back issues. Page 85 time!



■ *Wolfenstein* on the Jag. Full review in STF 64. Turn to page 85 to order...

and SNES. The games were created on the PC and use some pretty specific PC code, and as such are hard to convert. The SNES can do *Doom* because it's got a Mode 7 background scaling chip that eats this kind of game for breakfast, and the Jaguar is so porky that it can actually do all the calculations without the aid of specialist hardware. It would take some major work to get the format to work on any other system. The nearest you'll get is *Des Lasers Et Des Hommes*, a shareware game on the Falcon, and *Robinson's Requiem* (see page 54 for the full Falcon review, or ST FORMAT 64 for the ST version).

We want answers!



Dear Feedback,

Since you like to print 13 issues per year could you please think about printing all your ST Answers in along with all your DIY projects since issue one? Not only would it be a great read but it would also be a lot easier than having to go hunting through all my copies.

Barry Taylor, Huddersfield

stf: Erm, yes. Last year we did 13 issues, but this year we're doing 12. However this doesn't mean you'll be disappointed. Clive Parker has been slaving over a hot word processor to bring you a book that contains – wait for it – the best of ST Answers! It will be available in the next few months on our reader offer pages. Keep an eye out for it – there'll be some killer Cover Disk software to go with it as well.

ST vs Jag II



Dear ST FORMAT

I was reading Feedback in the September issue of ST FORMAT when I came across a letter entitled ST vs Jag. Being interested in the Jaguar I took a look and found that I couldn't agree more with Dr and Mrs L Jacobs.

I note your comment that "ST FORMAT is by definition an ST magazine". So why, if it is an ST

their disk collections and either buy or delete programs that they have not bought legally? With so many software packages appearing on Cover Disks, some guidance (and lists?) on the difference between freely distributable versions of programs and commercial versions could be useful. Programs like *1st Word* and *1st Word Plus*, *FastCopy 3* and *FastCopy PRO*, are regularly confused, with users inadvertently distributing commercial software as if it were freeware.

Regards,
Paul Glover, FaST Club

stf: First Paul, apologies for cutting the second half of your letter where you a) say nice things about the mag and b) prove that I can't count, but I really wanted to address the points you raise.

Yes, copying CDs to tape is breach of copyright. The *Tape Squeezer* though is not a utility that suddenly makes this possible – which is what disk-copying

utilities that enabled you to make backups of protected software are – it merely enables you to organise the order of tracks from the CD, should you decide to do so. Also, as a shareware product its usefulness is drastically limited to a number of (dreadful) CDs. If you want the full version, you have to register. We were merely informing ST owners of this software's existence and giving them a chance to test it before registering.

I must admit that I hadn't fully considered this issue from your particular standpoint when I approved *Tape Squeezer's* inclusion on the disk. ST FORMAT doesn't condone computer, audio, video or high seas piracy in any form and it is regrettable that we could be perceived as promoting it. Similarly while I would quite happily put a National Lottery or Football predictor program on the disk (anyone out there got one?) I would be concerned if anybody took this as an incitement to gamble.

As for my comment – and the "organise your breaches of copyright..." line was one I personally added – it was deliberately sarcastic, intended to remind users of the fact that they would be breaching copyright laws by using the software. *Tape Squeezer* is a clever piece of coding and great fun to play around with, which was enough to merit inclusion on the subscribers' Wonder Disk.

You are correct about the problems faced by shareware, licencedware and othernameware products. There is without doubt piracy on a large scale. In fact it is an issue we are already looking into and will be running a full feature in the January issue. As one of the country's foremost ST publishers you have obviously suffered in this respect and the journalist compiling the report will be in contact soon for your input, opinions and ideas on the matter. Anyway cheers for the plug for our subscribers' letter and disk.

DESKTOPPER - WE STAND CORRECTED

Dear Editor
ST IN DISGUISE BY Simon Forrester,
ST FORMAT, Nov, 1994

System Solutions is the most active publisher of hardware and software for Atari computers in the UK. In 1994 we have already published more than ten new products with many more to follow. By consistently supporting the Atari market, we have grown to be the market leader.

However, the amount of space given by ST FORMAT in reporting on new products has always been inadequate and many products have never been mentioned.

We hoped that the recent and complete change of editorial staff would result in positive action. But the opposite appears to be the case. The language used by your staff writer Simon Forrester in his feature "ST IN DISGUISE" is unfair, defamatory and shows poor command of English. We feel that the content of this feature is damaging to our good name and have passed it on to our solicitors.

Our complaint centres around:

- 1) The DeskTopper is a cleverly designed replacement top for all STFM, STE and Falcon computers. To call it "a new lump of metal" is an insult to Lighthouse, the designers and manufacturers in Germany.
- 2) To claim that with the DeskTopper fitted "the whole lot will probably giving (sic) off enough of an electromagnetic field to bring aeroplanes down" is an unsubstantiated and untrue claim. Anyone familiar with the principal of the Faraday cage will know that placing a metal cover on a computer reduces the electromagnetic radiation substantially. Surely this is reason why Atari fits a metal shell around their computers? If Mr Forrester had made an effort to read the manual, he would have discovered that the original metal

shell remains. Another two metal layers of the DeskTopper will undoubtedly improve the computer's electromagnetic radiation specification.

Incidentally, we know of no case where an Atari computer (modified, open or standard) has caused aeroplanes to crash. This would be a very serious matter indeed, as it was when the use of a portable telephone caused the recent fatal helicopter crash in Scotland.

3) Why do you tell your readers to "avoid the DeskTopper - it's a health risk"? This is another unsubstantiated claim. We are very pleased with this new addition to our product range. The DeskTopper offers Atari users space to fit add-ons such as accelerators, PC emulators and graphic cards, not to mention its platform which can house a floppy disk, exchangeable and fixed hard disks, including a second mains power supply. The DeskTopper is very flexible and good value for money.

4) No mention of FreeKeys, the keyboard kit is a serious omission. This is a separate item available for £39.95. The DeskTopper and FreeKeys are currently available on offer together for £99.95 including VAT. Your picture, and the omission of any mention of FreeKeys, is misleading to your readers. These facts and other options are clearly stated on your DeskTopper leaflet which Mr Forrester should have read thoroughly to get his facts right. Another way to avoid problems of this nature would have been to do a final price check in a similar manner to ST Review.

I have chosen to write a personal letter rather than leaving this matter in our solicitor's hands, because I feel that it would be a disservice to your readers to waste resources in legal

wrangles which could include complete withdrawal of our review material and advertising.

We challenge you to substantiate your claims and expect you to publish this letter in full. I hope you will retract the defamatory content in your next issue.

We will monitor future issues of ST FORMAT with particular attention to editorial content. I sincerely hope that we will see an improvement. Your readers deserve a higher quality of journalism.

Karl Brandt, System Solutions.

stf: Karl, thank you for your letter. First can I just reiterate the fact that we really liked the DeskTopper. We awarded it 80% and commented in conclusion that it was "One nice neat box" and that "Everything's easily accessible". We liked it. It is good. As for your more specific points, I will address them individually.

1) 'Lump' was a deliberately downbeat way of describing the constituent parts of the DeskTopper and I agree that it sounds particularly harsh when taken out of context. When you read the whole sentence, however, the point of this 'dowdy' description becomes clear. "With this new lump of metal, you can turn your old, dirty, damaged ST into a smart, sharp and tidy set of steel boxes with all the ports and disk drives handy at all times and lots of space available." The intention was to show a transformation using this device: lump A + old, dirty B = smart, sharp C. And it is the result that is important.

2) You are absolutely right. The addition of extra metal in the DeskTopper decreases the amount of electromagnetic radiation. Our joking inference that such emissions could potentially increase was absolutely wrong. Our

apologies, once again.

3) This again depends on the context. If this were the closing sentence in itself, it would be wrong - the DeskTopper in no way represents a physical health risk. However, when viewed in the context of both the sentence it was taken from and the paragraph it concluded, the reason for this clause's inclusion becomes clear. The intention was to make it clear that the DeskTopper in kit form requires you to take your machine (to a minor extent) to pieces. While such disassembly would cause no qualms to many ST owners, it would terrify others.

The aim of this paragraph was to outline both the reasons why you would want to buy a DeskTopper and the reasons why you should give such a purchase thought. Simon's logic was that if the idea of taking the lid off of your ST doesn't cause anxiety attacks and you're sick of awkward ports, insufficient expansion space etc then you should "get a DeskTopper immediately". If the thought of unscrewing the casing of your machine makes you "unhappy" though, then it becomes "a health risk". In retrospect this phrase can be misconstrued and perhaps Simon would have been better advised to use "it's scary". The real error was in not mentioning the installation service offered by System Solutions.

4) Again you are right. The picture showed Freekeys and did not mention them, just as the price quoted did not mention them. This was an oversight, which we can correct now. The stand-alone DeskTopper costs £69.95. Stand-alone FreeKeys costs £39.95. Bundled together they cost £99.95. System Solutions offer a fitting service the various permutations of the DeskTopper/FreeKeys range, prices are available on request - it varies from system to system.

magazine, do you devote such a large part of it to the Falcon? I know that it has the same case as an ST but inside it is different. Either keep the magazine exclusive to STs or include more than one page for the Jaguar.

Simon Newton, Lancaster

stf: The Falcon is a TOS-based computer, hence it can be considered one of the ST 'family', which explains the machine's coverage. The Jaguar as yet is an untried format, and this coming Christmas will be its big chance. As its fate is critical for the continued success of Atari and may even spawn a whole new generation of computers, we believe it is of interest to ST users, which should help explain our regular updates on its sales and software. The primary interest of both ourselves and, we believe, the vast majority of our readership is in TOS-based machines. Hence these machines get the majority coverage in ST FORMAT.

Job Finder



Dear Mr Webb
As the manager of Transparent Dreams PDL I would like to congratulate Simon and Nick on their reviews in Public Sector. They are a lot better than before.

I will be starting college soon and I am going to study for a BTEC National Diploma in Media Studies. Will I have a good chance of getting a job on a magazine with this?

Simon Osborne, Manchester

PS Where has Jonathan Nash disappeared to?

stf: Thanks for the comments on PD, we try our best. As for the

career advice, yes, any qualifications - especially in relevant fields - à la Media Studies - will stand you in good stead. There is however no guaranteed route into magazine journalism. Nick (our most recent recruit) studied for a History degree and was an ST fanatic; Simon was a freelance programmer and voluntary worker before he landed a job on Amstrad Action; Jill worked for a PC manufacturer and I worked in the offices of Avon County Council! Just write whenever you get the chance - for local newspapers, the college magazine, anything, and then you'll have a good portfolio of work to impress everybody with.
PS Upstairs!

■ Jonathan Nash, ex-STF, now Amiga Power. To read some of his finest work just get some back issues, see page 85...

Ziuqdrow



Dear ST FORMAT
Wordquiz 4 (STF 61) - I am able to copy, unpack and load this software but when it comes to running the disk, the whole thing just seizes up and I get two bombs on screen. I have tried to run the program through a RAMdisk with plenty of memory but all I get is the same two bombs. I have an STFM 520 with 2.5MBytes of RAM, a separate 1MByte DSDD and I used new, branded disks.

stf: Sorry about that. It was discovered after the disk was compiled that Wordquiz used the blitter, a chip which most STFM's don't have. Nick is testing a 'blitterless' version for a future Cover Disk as we speak. Here's hoping! **stf**



Oh, so is that it? Do I have to go home now? Can't I stay here and read some more nice letters? Oh please! Look folks if you don't keep sending in your pertinent points and pithy comments about the magazine

to: Feedback, ST FORMAT, 30 Monmouth Street, Bath, Avon, BA1 2BW I'm going to have to go home and see all those horrible final demands, summons, Reader's Digest Prize Draw announcements...

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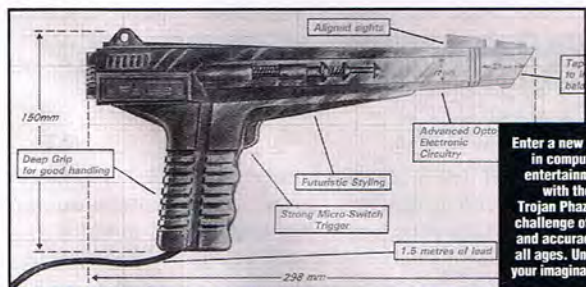
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TWILIGHT ZONE

In the limbo state between the back cover of the magazine and the interesting bits is the Twilight Zone.

PIXEL PAINTING



Remember the werewolf from last month's Pixel Painting? Winning yet more cash (jammy blighter), **Paul Matson of Cheshire** has produced this groovy picture of an angry little ogre. Again, he turned to *Canvas* for the

extensive tools the package offers, and left the rest to his artistic side. Man.

Working in a different order to last month's contribution, Paul started with the ogre itself as opposed to the background, spending most of his time getting the ogre's body

outline and proportions exactly as he wanted them.

Next, he went to work on the more complicated parts, filling in the fine detail, changing the palette, adding extra shading and colouring in textured areas such as the club. As a point of interest, the club was defined using *Canvas*' K-line facility, drawing lots of thin lines to give the impression of grainy wood.

The backdrop for the character, the cave, was drawn using the *Spray* function, working mainly with greys. After getting this effect right, the ogre was pasted on to the final image and that was that.

Congratulations again, Paul. £25 is winging itself your way.



DON'T MISS OUT ON ST FORMAT

MAG*SAVE



Now we don't want to denigrate newsagents in any way here, but don't you find that they've always sold out of *ST FORMAT* by the time you get there? And when you do reserve your copy of *ST FORMAT*, the newsagent either forgets or he conscientiously keeps a copy of *PC FORMAT* (or some other such tacky publication) for you instead.

But you can avoid such confusion. If you want to make sure you get your copy on time and in perfect condition, cut out the form below and hand it to your newsagent. If they get it wrong after that, give up.

Alternatively, you could subscribe. Skip along to page 58 and see what an excellent idea it is to get your issue not only early, but unmauled by smutty schoolboy hands. And with lots of wonderful extras like the Wonder Disk.

Cut out this form (or a photocopy) and hand it to your newsagent. Please reserve/deliver *ST FORMAT* each month, beginning with the January issue, which is on sale Tuesday 13 December 1994.

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To the newsagent: *ST FORMAT* is published by Future Publishing ☎ 0225 442244 (Circulation)

RESERVE YOUR COPY NOW!

WE HAVE A WINNER

WHEN READING *ST FORMAT*, YOU may occasionally come across a piece of cardboard asking your opinion of the magazine you're reading. When you fill out this form and send it off, you're automatically entered into a prize draw, in which you can win £100-worth of software for your ST. Every month, one lucky customer wins the prize, and this month it was an *ST FORMAT*

reader, **Mr D Gilson of Nottingham**, who's won the cream of the crop of ST software.

We offer this prize for a reason – we value your opinions on the magazine, and the forms are an easy way of getting the best idea of who our mass readership are and what they want. So if you want to get your hands on £100-worth of goodies, fill the damned form out.

KEEP SMILING

WHEN YOU LOOK AT THE COMMS scene with the kind of hindsight we have here in the Twilight Zone, you realise that the entire Internet, the thousands of miles of fibre optic cabling, the gigabytes of information, and the thousands of electronic mailings, were all devised for one purpose only – smileys :-). The culture's so popular that there're now hundreds of different smileys.

And so it's competition time. With a closing date of 13 December, it's 'design your smiley' time. Design the best smiley ever, scribble it on the back of a postcard or a stuck-down envelope, and send it to: Keep Smiling, *ST FORMAT*, 30 Monmouth Street, Bath, Avon, BA1

2BW. Alternatively, e-mail your entry to stf@futurenet.co.uk. You'll need a few rules:

- Entries without the entrant's name and address are invalid (it's silly).
- Standard ST characters only (1-0, A-Z, =+!@£\$%^&*";, etc).
- The editor's decision is final.
- This is all a bit too serious really.

In case you're interested, here are the *ST FORMAT* team's smileys:

Trenty	([;])	(biker)
Jill	>:-)	(evil)
Andy	=:-)	(punk)
Sarah	[-]	(asleep)
Nick	:-6	(bitter and twisted)
Simon	*-)	(merry)
Clive	:^	(broken nose)

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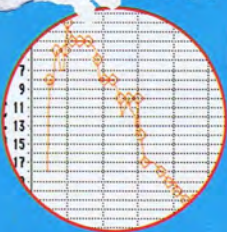
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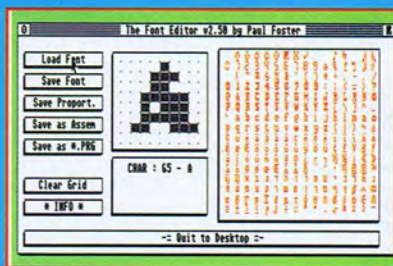


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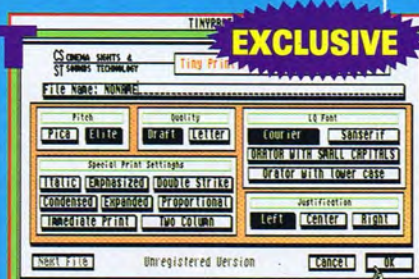
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